GV
1277
.J74
1900

Whist

CAVENDISH

THE LIBRARY OF CONGRESS
1800

Jones, Henry

THE

LAWS AND PRINCIPLES

OF

WHIST

STATED AND EXPLAINED

BY

"CAVENDISH"

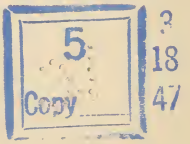
TWENTY-THIRD EDITION

PHILADELPHIA
The Penn Publishing Company
1900

GV1277
J74
1900

Copyright 1896 by The Penn Publishing Company

H. H.
Russell Le Bear



CONTENTS

PAGE

THE LAWS OF WHIST 7
ETIQUETTE OF WHIST 27
CASES AND DECISIONS 30

HISTORICAL 40

GENERAL PRINCIPLES

THE FIRST HAND OR LEAD

ORIGINAL LEADS 68
LEADS FROM STRONG SUITS 68
" ANALYSIS OF, IN DETAIL 78
" FROM WEAK SUITS 86
" AT ADVANCED PERIODS 89
RETURNED LEADS 94

THE SECOND HAND

PLAY OF THE SECOND HAND 98
" " WITH STRONG SUITS . . . 98
" " WITH SEQUENCES 99
" " ANALYSIS OF, IN DETAIL . 101

THE THIRD HAND

PLAY OF THE THIRD HAND WHEN THE LEAD IS FROM STRONG SUITS 109
PLAY OF THE THIRD HAND WHEN THE LEAD IS FROM WEAK SUITS 110
FINESSING 109

THE FOURTH HAND

PAGE

PLAY OF THE FOURTH HAND 114

THE COMMAND OF SUITS 115
UNBLOCKING 116
UNDERPLAY 121

DISCARDING 125

THE CONVERSATION OF THE GAME 129

TRUMPS

THE MANAGEMENT OF TRUMPS 142
LEADING TRUMPS 143
ASKINGS FOR TRUMPS 150
TRUMPING 154
FORCING 157

PLAYING TO THE SCORE 160
DRAWING INFERENCES 160
COUPS 170

THE LAWS OF WHIST

BY PERMISSION

VERBATIM FROM THE CLUB CODE

THE FOOT NOTES ARE ADDED BY THE AUTHOR

THE RUBBER

1. The rubber is the best of three games. If the first two games be won by the same players, the third game is not played.

SCORING

2. A game consists of five points. Each trick, above six, counts one point.

3. Honours, *i. e.*, Ace, King, Queen, and Knave of trumps, are thus reckoned:

If a player and his partner, either separately or conjointly, hold—

I. The four honours, they score four points.
II. Any three honours, they score two points.
III. Only two honours, they do not score.

4. Those players, who, at the commencement of a deal, are at the score of four, cannot score honours.

5. The penalty for a revoke[1] takes precedence of all other scores. Tricks score next. Honours last.

6. Honours, unless claimed before the trump card of the following deal is turned up, cannot be scored.

7. To score honours is not sufficient; they must be called at the end of the hand; if so called, they may be scored at any time during the game.

8. The winners gain—

I. A treble, or game of three points, when their adversaries have not scored.

II. A double, or game of two points, when their adversaries have scored less than three.

III. A single, or game of one point, when their adversaries have scored three, or four.

9. The winners of the rubber gain two points (commonly called the rubber points), in addition to the value of their games.

10. Should the rubber have consisted of three games, the value of the losers' game is deducted from the gross number of points gained by their opponents.

11. If an erroneous score be proved, such mistake can be corrected prior to the conclusion of the game in which it occurred, and such game is not concluded until the trump card of the following deal has been turned up.

[1] *Vide* Law 72.

12. If an erroneous score, affecting the amount of the rubber,[1] be proved, such mistake can be rectified at any time during the rubber.

CUTTING

13. The ace is the lowest card.

14. In all cases, every one must cut from the same pack.

15. Should a player expose more than one card, he must cut again.

FORMATION OF TABLE

16. If there are more than four candidates, the players are selected by cutting: those first in the room having the preference. The four who cut the lowest cards play first, and again cut to decide on partners; the two lowest play against the two highest; the lowest is the dealer, who has choice of cards and seats, and, having once made his selection, must abide by it.

17. When there are more than six candidates, those who cut the two next lowest cards belong to the table, which is complete with six players; on the retirement of one of those six players, the candidate who cut the next lowest card has a prior right to any aftercomer to enter the table.

[1] *e. g.* If a single is scored by mistake for a double or treble, or *vice versa*.

CUTTING CARDS OF EQUAL VALUE

18. Two players cutting cards of equal value,[1] unless such cards are the two highest, cut again; should they be the two lowest, a fresh cut is necessary to decide which of those two deals.[2]

19. Three players cutting cards of equal value cut again; should the fourth (or remaining) card be the highest, the two lowest of the new cut are partners, the lower of those two the dealer; should the fourth card be the lowest, the two highest are partners, the original lowest the dealer.[3]

CUTTING OUT

20. At the end of a rubber, should admission be claimed by any one, or by two candidates, he who has, or they who have, played a greater number of

[1] In cutting for partners.

[2] *Example.* A three, two sixes, and a knave are cut. The two sixes cut again, and the lowest plays with the three. Suppose at the second cut the two sixes cut a king and a queen, the queen plays with the three.

If at the second cut a lower card than the three is cut, the three still retains its privileges as original low, and has the deal and choice of cards and seats.

[3] *Example.* Three aces and a two are cut. The three aces cut again. The two is the original high, and plays with the highest of the next cut.

Suppose at the second cut two more twos and a king are drawn. The king plays with the original two and the other pair of twos cut again for deal.

Suppose instead, the second cut to consist of an ace and two knaves. The two knaves cut again, and the highest plays with the two.

consecutive rubbers than the others is, or are, out; but when all have played the same number, they must cut to decide upon the out-goers; the highest are out.

ENTRY AND RE-ENTRY

21. A candidate wishing to enter a table must declare such intention prior to any of the players having cut a card, either for the purpose of commencing a fresh rubber, or of cutting out.

22. In the formation of fresh tables, those candidates who have neither belonged to nor played at any other table have the prior right of entry; the others decide their right of admission by cutting.

23. Any one quitting a table prior to the conclusion of a rubber, may, with consent of the other three players, appoint a substitute in his absence during that rubber.

24. A player cutting into one table, whilst belonging to another, loses his right[1] of re-entry into that latter, and takes his chance of cutting in, as if he were a fresh candidate.[2]

25. If any one break up a table, the remaining players have the prior right to him of entry into any other, and should there not be sufficient vacancies at

[1] *i. e.*, his prior right.

[2] And last in the room (*vide* Law 16).

such other table to admit all those candidates, they settle their precedence by cutting.

SHUFFLING

26. The pack must neither be shuffled below the table nor so that the face of any card be seen.

27. The pack must not be shuffled during the play of the hand.

28. A pack, having been played with, must neither be shuffled, by dealing it into packets, nor across the table.

29. Each player has a right to shuffle once only, except as provided by Rule 32, prior to a deal, after a false cut,[1] or when a new deal[2] has occurred.

30. The dealer's partner must collect the cards for the ensuing deal, and has the first right to shuffle that pack.

31. Each player, after shuffling, must place the cards, properly collected and face downwards, to the left of the player about to deal.

32. The dealer has always the right to shuffle last; but should a card or cards be seen during his shuffling or whilst giving the pack to be cut, he may be compelled to re-shuffle.

[1] *Vide* Law 34. [2] *Vide* Law 37.

THE DEAL

33. Each player deals in his turn; the right of dealing goes to the left.

34. The player on the dealer's right cuts the pack, and in dividing it, must not leave fewer than four cards in either packet; if in cutting, or in replacing one of the two packets on the other, a card be exposed,[1] or if there be any confusion of the cards, or a doubt as to the exact place in which the pack was divided, there must be a fresh cut.

35. When a player, whose duty it is to cut, has once separated the pack, he cannot alter his intention; he can neither re-shuffle nor re-cut the cards.

36. When the pack is cut, should the dealer shuffle the cards, he loses his deal.

A NEW DEAL

37. There must be a new deal [2]—

I. If, during a deal, or during the play of a hand, the pack be proved incorrect or imperfect.

II. If any card, excepting the last, be faced in the pack.

38. If, whilst dealing, a card be exposed by the dealer or his partner, should neither of the adversa-

[1] After the two packets have been re-united, Law 38 comes into operation.

[2] *i. e.*, the same dealer must deal again. *Vide* also Laws 47 and 50.

ries have touched the cards, the latter can claim a new deal; a card exposed by either adversary gives that claim to the dealer, provided that his partner has not touched a card; if a new deal does not take place the exposed card cannot be called.

39. If, during dealing, a player touch any of his cards, the adversaries may do the same without losing their privilege of claiming a new deal, should chance give them such option.

40. If, in dealing, one of the last cards be exposed, and the dealer turn up the trump before there is reasonable time for his adversaries to decide as to a fresh deal, they do not thereby lose their privilege.

41. If a player, whilst dealing, look at the trump card, his adversaries have a right to see it, and may exact a new deal.

42. If a player take into the hand dealt to him a card belonging to the other pack, the adversaries, on discovery of the error, may decide whether they will have a fresh deal or not.

A MISDEAL

43. A misdeal loses the deal.[1]

44. It is a misdeal[2]—

[1] Except as provided in Laws 45 and 50.

[2] *Vide* also Law 36.

I. Unless the cards are dealt into four packets, one at a time in regular rotation, beginning with the player to the dealer's left.

II. Should the dealer place the last (*i. e.*, the trump) card, face downwards, on his own, or any other pack.

III. Should the trump card not come in its regular order to the dealer; but he does not lose his deal if the pack be proved imperfect.

IV. Should a player have fourteen[1] cards, and either of the other three less than thirteen.[2]

V. Should the dealer, under an impression that he has made a mistake, either count the cards on the table, or the remainder of the pack.

VI. Should the dealer deal two cards at once, or two cards to the same hand, and then deal a third; but if, prior to dealing that third card, the dealer can, by altering the position of one card only, rectify such error, he may do so, except as provided by the second paragraph of this Law.

VII. Should the dealer omit to have the pack cut to him, and the adversaries discover the error, prior to the trump card being turned up, and before looking at their cards, but not after having done so.

45. A misdeal does not lose the deal if, during the dealing, either of the adversaries touch the cards prior to the dealer's partner having done so, but should the latter have first interfered with the cards,

[1] Or more.

[2] The pack being perfect. *Vide* Law 47

notwithstanding either or both of the adversaries have subsequently done the same, the deal is lost.

46. Should three players have their right number of cards—the fourth have less than thirteen, and not discover such deficiency until he has played any of his cards,[1] the deal stands good; should he have played, he is as answerable for any revoke he may have made as if the missing card, or cards, had been in his hand;[2] he may search the other pack for it, or them.

47. If a pack, during or after a rubber, be proved incorrect or imperfect, such proof does not alter any past score, game, or rubber; that hand in which the imperfection was detected is null and void; the dealer deals again.

48. Any one dealing out of turn, or with the adversary's cards, may be stopped before the trump card is turned up, after which the game must proceed as if no mistake had been made.

49. A player can neither shuffle, cut, nor deal for his partner, without the permission of his opponents.

50. If the adversaries interrupt a dealer whilst dealing, either by questioning the score or asserting that it is not his deal, and fail to establish such claim, should a misdeal occur, he may deal again.

[1] *i. e.*, until after he has played to the first trick.
[2] *Vide* also Law 70, and Law 44, paragraph iv.

51. Should a player take his partner's deal, and misdeal, the latter is liable to the usual penalty, and the adversary next in rotation to the player who ought to have dealt then deals.

THE TRUMP CARD

52. The dealer, when it is his turn to play to the first trick, should take the trump card into his hand; if left on the table after the first trick be turned and quitted, it is liable to be called;[1] his partner may at any time remind him of the liability.

53. After the dealer has taken the trump card into his hand, it cannot be asked for;[2] a player naming it at any time during the play of that hand is liable to have his highest or lowest trump called.[3]

54. If the dealer take the trump card into his hand before it is his turn to play, he may be desired to lay it on the table; should he show a wrong card, this card may be called, as also a second, a third, etc., until the trump card be produced.

55. If the dealer declare himself unable to recollect the trump card, his highest or lowest trump may be called at any time during that hand, and, unless it cause him to revoke, must be played; the call may

[1] It is not usual to call the trump card if left on the table.
[2] Any one may inquire what the trump suit is, at any time.
[3] In the manner described in Law 55.

be repeated, but not changed, *i. e.*, from highest to lowest, or *vice versâ*, until such card is played.

CARDS LIABLE TO BE CALLED

56. All exposed cards are liable to be called, and must be left[1] on the table; but a card is not an exposed card when dropped on the floor, or elsewhere below the table.

The following are exposed[2] cards: —

I. Two or more cards played at once.[3]

II. Any card dropped with its face upward, or in any way exposed on or above the table, even though snatched up so quickly that no one can name it.

57. If any one play to an imperfect trick the best card on the table,[4] or lead one which is a winning card as against his adversaries, and then lead again,[5] or play several such winning cards, one after the other, without waiting for his partner to play, the latter may be called on to win, if he can, the first or any other of those tricks, and the other cards thus improperly played are exposed cards.

[1] Face upward.

[2] Detached cards (*i. e.*, cards taken out of the hand but not dropped face upward on the table, or dropped face downward on the table), are only liable to be called, if named; *vide* Law 60.

[3] If two or more cards are played at once, the adversaries have a right to call which they please to the trick in course of play, and afterward to call the others.

[4] And then lead without waiting for his partner to play.

[5] Without waiting for his partner to play.

58. If a player, or players, under the impression that the game is lost—or won—or for other reasons —throw his or their cards on the table face upward, such cards are exposed, and liable to be called, each player's by the adversary; but should one player alone retain his hand, he cannot be forced to abandon it.

59. If all four players throw their cards on the table face upward, the hands are abandoned; and no one can again take up his cards. Should this general exhibition show that the game might have been saved, or won, neither claim can be entertained unless a revoke be established. The revoking players are then liable to the following penalties: They cannot under any circumstances win the game by the result of that hand, and the adversaries may add three to their score, or deduct three from that of the revoking players.

60. A card detached from the rest of the hand so as to be named, is liable to be called; but should the adversary name a wrong card he is liable to have a suit called when he or his partner have the lead.[1]

61. If a player who has rendered himself liable to have the highest or lowest of a suit called, fail to play as desired, or if when called on to lead one suit, lead another, having in his hand one or more

[1] *i. e.*, the first time that side obtains the lead.

cards of that suit demanded, he incurs the penalty of a revoke.

62. If any player lead out of turn, his adversaries may either call the card erroneously led—or may call a suit from him or his partner when it is next the turn of either of them [1] to lead.

63. If any player lead out of turn, and the other three have followed him, the trick is complete, and the error cannot be rectified; but if only the second, or the second and third, have played to the false lead, their cards, on discovery of the mistake, are taken back; there is no penalty against any one, excepting the original offender, whose card may be called—or he, or his partner, when either of them [2] has next the lead, may be compelled to play any suit demanded by the adversaries.

64. In no case can a player be compelled to play a card which would oblige him to revoke.

65. The call of a card may be repeated [3] until such card has been played.

[1] *i. e.*, the penalty of calling a suit must be exacted from whichever of them next first obtains the lead. It follows that if the player who leads out of turn is the partner of the person who ought to have led, and a suit is called, it must be called at once from the right leader. If he is allowed to play as he pleases, the only penalty that remains is to call the card erroneously led.

[2] *i. e.*, whichever of them next first has the lead.

[3] At every trick.

66. If a player called on to lead a suit have none of it, the penalty is paid.

CARDS PLAYED IN ERROR, OR NOT PLAYED TO A TRICK

67. If the third hand play before the second, the fourth hand may play before his partner.

68. Should the third hand not have played, and the fourth play before his partner, the latter may be called on to win, or not to win the trick.

69. If any one omit playing to a former trick, and such error be not discovered until he has played to the next, the adversaries may claim a new deal; should they decide that the deal stand good, the surplus card at the end of the hand is considered to have been played to the imperfect trick but does not constitute a revoke therein.

70. If any one play two cards to the same trick, or mix his trump, or other card, with a trick to which it does not properly belong, and the mistake be not discovered until the hand is played out, he is answerable for all consequent revokes he may have made.[1] If, during the play of the hand, the error be detected, the tricks may be counted face downward, in order to ascertain whether there be among them a card too many. Should this be the case they may be searched

[1] *Vide* also Law 46.

and the card restored; the player is, however, liable for all revokes which he may have meanwhile made.

THE REVOKE

71. Is when a player, holding one or more cards of the suit led, plays a card of a different suit.[1]

72. The penalty for a revoke:—

I. Is at the option of the adversaries, who, at the end of the hand, may either take three tricks from the revoking player[2]—or deduct three points from his score,—or add three to their own score;

II. Can be claimed for as many revokes as occur during the hand;

III. Is applicable only to the score of the game in which it occurs;

IV. Cannot be divided, *i. e.*, a player cannot add one or two to his own score and deduct one or two from the revoking player;

V. Takes precedence of every other score, *e. g.*,—the claimants two,—their opponents nothing,—the former add three to their score—and thereby win a treble game, even should the latter have made thirteen tricks, and held four honours.

73. A revoke is established, if the trick in which it occur be turned and quitted, *i. e.*, the hand removed from that trick after it has been turned face downward on the table—or if either the revoking

[1] *Vide* also Law 61.

[2] And add them to their own.

player or his partner, whether in his right turn or otherwise, lead or play to the following trick.

74. A player may ask his partner whether he has not a card of the suit which he has renounced; should the question be asked before the trick is turned and quitted, subsequent turning and quitting does not establish the revoke, and the error may be corrected, unless the question be answered in the negative, or unless the revoking player or his partner have led or played to the following trick.

75. At the end of the hand, the claimants of a revoke may search all the tricks.[1]

76. If a player discover his mistake in time to save a revoke, the adversaries, whenever they think fit, may call the card thus played in error, or may require him to play his highest or lowest card to that trick in which he has renounced; any player or players who have played after him may withdraw their cards and substitute others: the cards withdrawn are not liable to be called.

77. If a revoke be claimed, and the accused player or his partner mix the cards before they have been sufficiently examined by the adversaries, the revoke is established. The mixing of the cards only renders the proof of a revoke difficult, but does not pre-

[1] *Vide* Law 77.

vent the claim, and possible establishment, of the penalty.

78. A revoke cannot be claimed after the cards have been cut for the following deal.

79. The revoking player and his partner may, under all circumstances, require the hand in which the revoke has been detected to be played out.

80. If a revoke occur, be claimed and proved, bets on the odd trick, or on amount of score, must be decided by the actual state of the latter after the penalty is paid.

81. Should the players on both sides subject themselves to the penalty of one or more revokes, neither can win the game; each is punished at the discretion of his adversary.[1]

82. In whatever way the penalty be enforced, under no circumstances can a player win the game by the result of the hand during which he has revoked; he cannot score more than four. (*Vide* Rule 61.)

CALLING FOR NEW CARDS

83. Any player (on paying for them) before, but not after, the pack be cut for the deal, may call for fresh cards. He must call for two new packs, of which the dealer takes his choice.

[1] In the manner prescribed in Law 72.

GENERAL RULES

84. Where a player and his partner have an option of exacting from their adversaries one of two penalties, they should agree who is to make the election, but must not consult with one another which of the two penalties it is advisable to exact; if they do so consult, they lose their right;[1] and if either of them, with or without consent of his partner, demand a penalty to which he is entitled, such decision is final.

This rule does not apply in exacting the penalties for a revoke; partners have then a right to consult.

85. Any one during the play of a trick, or after the four cards are played, and before, but not after, they are touched for the purpose of gathering them together, may demand that the cards be placed before their respective players.

86. If any one, prior to his partner playing, should call attention to the trick—either by saying that it is his, or by naming his card, or, without being required so to do, by drawing it toward him—the adversaries may require that opponent's partner to play the highest or lowest of the suit then led, or to win or lose[2] the trick.

87. In all cases where a penalty has been incurred

[1] To demand any penalty.

[2] *i. e.*, refrain from winning.

the offender is bound to give reasonable time for the decision of his adversaries.

88. If a bystander make any remark which calls the attention of a player or players to an oversight affecting the score, he is liable to be called on, by the players only, to pay the stakes and all bets on that game or rubber.

89. A bystander, by agreement among the players, may decide any question.

90. A card or cards torn or marked must be either replaced by agreement, or new cards called at the expense of the table.

91. Any player may demand to see the last trick turned, and no more. Under no circumstances can more than eight cards be seen during the play of the hand, viz.: the four cards on the table which have not been turned and quitted, and the last trick turned.

Etiquette of Whist

The following rules belong to the established Etiquette of Whist. They are not called laws, as it is difficult—in some cases impossible—to apply any penalty to their infraction, and the only remedy is to cease to play with players who habitually disregard them.

Two packs of cards are invariably used at Clubs: if possible this should be adhered to.

Any one, having the lead and several winning cards to play, should not draw a second card out of his hand until his partner has played to the first trick, such act being a distinct intimation that the former has played a winning card.

No intimation whatever, by word or gesture, should be given by a player as to the state of his hand, or of the game.[1]

A player who desires the cards to be placed, or who demands to see the last trick,[2] should do it for his own information only, and not in order to invite the attention of his partner.

[1] The question "Who dealt?" is irregular, and if asked should not be answered.

[2] Or who asks what the trump suit is.

No player should object to refer to a bystander who professes himself uninterested in the game, and able to decide any disputed question of facts; as to who played any particular card—whether honours were claimed though not scored, or *vice versâ*—etc., etc.

It is unfair to revoke purposely; having made a revoke, a player is not justified in making a second in order to conceal the first.

Until players have made such bets as they wish, bets should not be made with bystanders.

Bystanders should make no remark, neither should they by word or gesture give any intimation of the state of the game until concluded and scored, nor should they walk around the table to look at the different hands.

No one should look over the hand of a player against whom he is betting.

DUMMY

Is played by three players.

One hand, called Dummy's, lies exposed on the table.

The laws are the same as those of Whist, with the following exceptions:—

I. Dummy deals at the commencement of each rubber.

II. Dummy is not liable to the penalty for a revoke, as

his adversaries see his cards; should he[1] revoke and the error not be discovered until the trick is turned and quitted, it stands good.[2]

III. Dummy being blind and deaf, his partner is not liable to any penalty for an error whence he can gain no advantage. Thus, he may expose some, or all of his cards, or may declare that he has the game, or trick, etc., without incurring any penalty; if, however, he lead from Dummy's hand when he should lead from his own, or *vice versâ*, a suit may be called from the hand which ought to have led.

DOUBLE DUMMY

Is played by two players, each having a Dummy or exposed hand for his partner. The laws of the game do not differ from Dummy Whist, except in the following special law: There is no misdeal, as the deal is a disadvantage.

[1] *i. e.*, Dummy's hand. If Dummy's partner revokes, he is liable to the usual penalties.

[2] And the hand proceeds as though the revoke had not been discovered.

Cases and Decisions

Card laws are intended to effect two objects: 1. To preserve the harmony and determine the ordering of the table. Such, for example, are the laws in the previous code, which regulate scoring, cutting, shuffling, etc., and the miscellaneous rules included under the head of Etiquette. 2. To prevent any player from obtaining an unfair advantage.

The word " unfair " must be taken in a restricted sense. It does not mean intentional unfairness. This is not to be dealt with by laws, but by exclusion from the card table. In deciding cases of card law, the offender should be credited with *bona fides*. It follows from this, that offenses should not be judged by the intention of the player, but by the amount of injury which his irregularity may inflict on the opponents.

In a perfect code, there should be a penalty for all errors or irregularities, by which the player committing them, or his side, *might* profit; and on the other hand there should be no penalty for errors by which he who commits them, *cannot possibly* gain an advantage.

Penalties should be proportioned as closely as possible to the gain which might ensue to the offender. For instance: if the third hand has not played and

the fourth plays before his partner, the second hand is informed whether or not his partner is likely to win the trick. The law, therefore, provides that the adversaries shall be entitled to call on the second player either to win the trick, or not to win it, whichever they please. Say, the fourth hand plays an ace out of turn. The second hand may be required to win the trick. If he has none of the suit he must trump it. In the opposite case, if the fourth hand plays a small card, and the second is called on not to win the trick, he must play a small card also. In this manner the second player is prevented from benefiting by the irregular information afforded him. Other offenses are legislated against in a similar way, the point kept in view throughout being, that no player shall be allowed to profit by his own wrongdoing.

However carefully a code is drawn up, it will not unfrequently happen in practice, that cases occur which are but imperfectly provided for. Such cases should be referred for decision to some arbitrator. The arbitrator will find himself materially assisted by keeping well before him the two great objects with which the laws have been framed.

The following general rules will also be found useful in guiding him to just decisions:

Where two or more players are in fault, it should

be considered with whom the first fault lies, and how far it induced or invited the subsequent error of the adversary.

Questions of fact should be settled before the case is referred, either by a majority of the players, or, if they are divided in opinion, by an onlooker agreed to by both parties, the decision of this referee being final.

When the facts are agreed to they should be written down, and the written statement submitted to the judge, who should return a written answer.

Should it so happen that a case is referred, wherein the players are divided in opinion as to the facts, the arbitrator will do well to decline to give a decision. The disputants, however, may be reminded that the player whom it is proposed to punish is entitled to the benefit of reasonable doubt.

Questions of interpretation of law should be decided liberally, in accordance with the spirit rather than the letter of the law. On the other hand, the arbitrator should bear in mind the great inconvenience of a lax interpretation of card laws, and, having made up his mind as to the intention of the law, should decide all cases with the utmost strictness.

The following cases, with decisions, selected from a large number which have been brought under the author's notice as having occurred in actual play,

are given in exemplification of the foregoing remarks.

CASE I

The play of the hand shows that AB (partners) hold no honour. The hand is therefore abandoned and the adversaries (YZ) score the game. It is then discovered that Y has only twelve cards, and one of the honours is found on the floor. AB then object to the score on the ground that YZ only "held" three honours (*vide* Law 3).

Decision—YZ are entitled to score four by honours. Y is not obliged to play with his cards in his hand. Besides, the game having been abandoned, Law 59 comes into operation. The penalty for playing with twelve cards is laid down in Law 46. Y is liable for any revoke he may have made.

CASE II

AB claim "the game" and score it. After the trump card of the following deal is turned up, YZ object that AB have not claimed honours (*vide* Laws 6 and 7).

Decision—The honours were claimed within the meaning of the law. The objection to the score, if made really in ignorance of how it accrued, should have been taken at once. YZ should not wait the completion of the deal, so as to entrap AB on a mere technicality.

Note. This is a good instance of interpretation in accordance with the spirit of the law. Laws should never be so construed as to inflict a wholly unnecessary wrong, as would happen in this case were the law insisted on literally. The intention of Law 7 is to require AB to draw attention to the claim; and this is sufficiently done by the claim of "the game."

CASE III

Y throws down his hand and claims "the game." B (Y's adversary) thinking that Y is referring only to the tricks, says, "You are not game." Y then marks four. After the trump card of the following deal is turned up, A remarks, "if Y had scored his honours he would have been game." Y then claims the game on the ground that he made the claim in time, and only withdrew it in consequence of B's contradiction. Is Y entitled to score the game?

Decision—No. Y's claim of "the game" is irregular. He is bound to state in what way he wins it (*vide* Law 6). There is no evidence that Y was referring to his honours when he claimed the game, but rather the contrary, as he afterwards withdrew his claim and said nothing about honours.

Note. This is an example of two players being in fault. It seems hard on Y that he should suffer

through B's mistake; but it must be borne in mind that the confusion was introduced by Y's own irregularity, and that the omission to score honours was due to his subsequent forgetfulness.

Compare with Case II.

CASE IV

At the conclusion of the deal the trump card comes to the hand on the dealer's left. The dealer requests the players to count their cards. The player to the dealer's left appropriates a packet of cards lying a little to his own right hand, between himself and the dealer, and finds twelve cards in it. The other hands each contain thirteen. The dealer now claims the hand with twelve cards in it as his hand. Must the players accept the hands thus given to them, or is it a misdeal?

Decision—It is a misdeal. The fault is entirely with the dealer. If he deals so carelessly that there is any doubt as to the ownership of the hands, he must apportion them, and having once done so, he must not shift the hands about, so as to make a hand with twelve cards in it fall to himself.

CASE V

Y throws down his cards, remarking, "We have lost the game." On this A and B (Y's adversaries)

throw down their cards. Z retains his hand. AB plead that they were misled by Y and that therefore they are not liable to Law 58.

Decision—A's, Y's, and B's hands are exposed, and must be left on the table to be called, each player's by the adversary. Z is not bound to abandon the game because his partner chooses to do so. Consequently Y's remark does not bind Z. A and B ought to keep up their cards until they have ascertained that both adversaries have abandoned the game.

Note. The written law is sufficient to decide this case (*vide* Law 58); but inasmuch as the irregularity in question is a fertile source of disputes, the case has been deemed worthy of insertion.

CASE VI

When it comes to the last trick of a hand, it appears that the player who has to lead has no card. What is to be done?

Decision—(*a*) If either of the other players remains with two cards, it is a misdeal (*vide* Law 44, paragraph iv). (*b*) If the other players have their right number of cards, the missing card should be searched for (*vide* Law 70) and when found assigned to the leader, who is liable to Law 46. (*c*) If the missing card cannot be found the tricks may be searched to find what card is wanting, and the absent card as-

sumed to have belonged to the player who had but twelve cards.

Note. It may seem that decision ç is severe on a player playing *bonâ fide* with an imperfect pack. But each player should protect himself by counting his hand before he plays. His playing to the first trick signifies his acceptance of the hand. If he accepts an imperfect one he must take the consequences.

CASE VII

Towards the end of a hand a spade is led. The third hand, when it comes to his turn to play, lays down the ace of trumps (hearts) and says, "There's the game." He then throws his hand on the table. The hand contains several spades. Is it a revoke?

Decision—It is a question of fact. If the card was exposed in order to save time, it is not a revoke. But if the ace of trumps was played to the trick, it is a revoke, the subsequent throwing down of the cards being an act of play, equivalent to playing to the following trick (*vide* Law 73).

CASE VIII

The adversary cuts the pack to the dealer, but without his consent, *i. e.*, without the dealer's presenting it to be cut. Is it too late to claim a revoke in the previous hand? (*vide* Law 78).

Decision—It is too late for the player who cut or for his partner to claim a revoke, but not too late for the adversaries.

CASE IX

A player revokes, and on discovering the revoke before the hand is played out, says in explanation, "I never saw the card; it was hidden behind my king of diamonds"—the king of diamonds being still in his hand.

Decision—The king of diamonds is constructively an exposed card, and the adversaries may require that it be laid on the table to be called.

CASE X

Y leads out of turn. B (Y's adversary) says to his partner, "Shall we call a suit or not?" B's partner gives no answer. Is the asking the question a consultation within the meaning of Law 84, although no answer is made to it?

Decision—Yes. It is the very question Law 84 is framed to prevent. B by the question shows that he is in doubt as to the policy of calling a suit, and thus affords information he has no right to give. Further than this, a reply by word of mouth is not necessary to constitute a consultation. Silence is an answer. The knowledge that a partner is indiffer-

ent may convey information that B has no right to extract.

Note. The usual formula is, "Will you elect the penalty, or shall I?" This question does not bring the player under the operation of Law 84.

CASE XI

A leads and the other three players follow suit. A plays another card (it not being his lead) and proceeds to gather the five cards into one trick. On being told of it, A explains that his attention has been diverted, and that he thought he had not played to the trick. The adversaries claim to be entitled to the penalties for leading out of turn, on the ground that the penalty should depend, not on the actual intention of the player, but on his possible intention.

Decision—A has not led out of turn; he has merely exposed a card. The abstract principle pleaded by the adversaries is quite sound, but it does not apply to this case. A's word must be taken as correctly representing the fact that he played a second time to one trick.

Whist

HISTORICAL

The early history of Whist is involved in obscurity. All games of high character become perfected by degrees; and Whist, following this rule, has been formed by gradual development. As early as the beginning of the sixteenth century, a card game called *triumph* or *trump* was commonly played in England. This game in its chief feature, viz., the predominance of one particular suit, and in its general construction, was so similar to Whist, that no one can doubt it to have been the game from which Whist grew.

There were two distinct games called trump. *Triomphe* or *French ruff* was very like écarté, only there was no score for the king; Trump, or *English ruff-and-honours* closely resembled Whist.

Berni ("*Capitolo del Gioco della Primera*," Rome, 1526), enumerates several games at cards; among them are *trionfi*, played by the peasants; and *ronfa*, the invention of which is attributed to King Ferdinand.

Triumphus Hispanicus is the subject of a "Dia-

logue" written in Latin and French by Vives, a Spaniard (d. 1541).

La triomphe and *la ronfle* are included by Rabelais (first half of sixteenth century) in the long list of some two hundred and thirty games played by Gargantua.

In "A Worlde of Wordes or Most copious and exact *Dictionarie* in Italian and *English* collected by John Florio, 1598," *ronfa* is defined as "*a game at cardes called ruffe or trumpe;*" and under *trionfo* he gives "*triumph.* * * * *Also a trump at cards, or the play called trump or ruff.*"

There is no evidence to show whether the above refer to the foreign or native form of trump. Douce, in his "Illustrations of Shakespeare," 1839, concludes, from finding *la triomphe* in Rabelais' list, that the game of trump was in all probability derived from a French source. But it seems more likely from the non-appearance of English ruff-and-honours in the *Académie des Jeux*, and from the distinction drawn in Cotton's "Compleat Gamester" between "English ruff-and-honours" and "French ruff" (*la triomphe* of the *Académie*), that the game referred to by Berni, Vives, Rabelais, and Florio, is not English ruff-and-honours, for which an English origin (as the name implies) may be claimed.

How and when trump or English ruff-and-honours originated cannot now be ascertained. It was

played at least as early as the time of Henry VIII, for it was taken by Latimer to illustrate his text, in the first of two sermons "Of the Card," preached by him at Cambridge, in Advent, about the year 1529. He mentions the game under its original and corrupted appellations, and clearly alludes to its characteristic feature, as the following extract will show.

"And where you are wont to celebrate Christmass in playing at Cards, I intend, with God's grace, to deal unto you Christ's Cards, wherein you shall perceive Christ's Rule. The game that we play at shall be the Triumph, which, if it be well played at, he that dealeth shall win; the Players shall likewise win, and the standers and lookers upon shall do the same. * * * You must mark also, that the Triumph must apply to fetch home unto him all the other Cards, whatsoever suit they be of. * * * Then further we must say to ourselves, 'What requireth Christ of a Christian man?' Now turn up your Trump, your Heart (Hearts is Trump, as I said before) and cast your Trump, your Heart, on this card."

Later in the century trump is often referred to. In "Gammer Gurton's Nedle, made by Mr. S., Mr of Art [Bishop Still] 1575," the second piece performed in England under the name of a comedy (performed at Christ's College, Cambridge, in 1566), Old Dame Chat thus invites some friends to a game:

"Chat. What diccon: come nere, ye be no straunger,
We be fast set at trumpe man, hard by the fyre,
Thou shalt set on the king, if thou come a litte nyer.
* * * * * *

Come hether, Dol, Dol, sit downe and play this game,
And as thou sawest me do, see thou do even the same
There is 5. trumps beside the Queene, y^e^ hindmost
y^u^ shalt finde her
Take hede of Sim glover's wife, she hath an eie behind her."

In Eliot's "Fruits for the French" (1593), trump is called "a verie common alehouse game;" and Rice, in his "Invective against Vices" (printed before 1600), observes that "renouncing the trompe and comming in againe" (*i. e.*, revoking intentionally), is a common sharper's trick. Decker, in "The Belman of London" (1608), speaks of "the deceites practised (euen in the fairest and most ciuill companies) at Primero, Saint, Maw, Tromp, and such like games."

The game of trump is also mentioned by Shakespeare in "Antony and Cleopatra," Act iv, scene 12 (first published 1623).

"Ant. My good *knave*, Eros, now thy Captain is
Even such a body; here am I Antony;
Yet cannot hold this visible shape, my *knave*.
I made these wars for Egypt; and the *Queen*—
Whose *heart* I thought I had, for she had mine;
Which, whilst it was mine, had annex'd unto 't
A million more, now lost,—she, Eros, has
Packed cards with Cæsar, and *false-played* my glory
Unto an enemy's *triumph*."

The punning allusions to cards in this passage

point to the conclusion that the word "triumph" refers to the game of trump. This seems to have been first noticed by Douce, who adds, "the term indicates a winning or triumphant card."

There is abundant evidence to show that trump is a corruption of the word triumph. In addition to the instances already given, the following may be quoted: In Cotgrave's "Dictionarie of the French and English Tongve" (1611), *Triomphe* is explained as "*the Card-game called Ruffe or Trump; also the Ruffe or Trump at it.*" Minsheu, in "The Guide unto Tongues" (1617), gives "The TRUMPE *in cardes. Triomfo, ita dict:* quod de *cæteris chartis* triumphare videatur, *quod illis sit præstantior.*" Seymour, in his "Court Gamester" (1719), says—"The Term *Trump* comes from a Corruption of the Word *Triumph;* for wherever they are, they are attended with Conquest." Ash ("Dictionary, 1775") has "Triumph (*s. from the* Lat. triumphus). * * * A conquering card, a trump; *but this sense is now become obsolete.* Trump (*s. from* triumph)."

The derivation of the word *ruff* or *ruffe* has caused much speculation. The previous quotations show that it is the same word as *ronfa* (Ital.) and *ronfle* (Fr.), and that it is synonymous with the English triumph or trump. Even at the present day many Whist players speak of ruffing, *i. e.*, trumping; and,

in the expression a cross-ruff, the word ruff is preserved to the exclusion of the word trump.

The game of *ruff-and-honours*, if not the same as trump or ruff, was probably the same game, with the addition of certain advantages to the four highest cards of the trump suit. Rabelais includes in his list a game called "*les Honneurs*," but whether it had any affinity to ruff-and-honours is doubtful. In "Shufling, Cutting, and Dealing, in a Game at Pickquet: being Acted from the Year, 1653 to 1658. By O. P. [Oliver Protector] and others; With great Applause." (1659), the "Old Foolish Christmas Game with *Honours*" is mentioned. Some writers are of opinion that trump was originally played without honours; but as no description of trump without honours is known to exist, their view must be regarded as conjectural. In 1674 was published "The Compleat Gamester: or Instructions how to play at Billiards, Trucks, Bowls, and Chess. Together with all manner of usual and most Gentile GAMES, either on Cards or Dice." [By Charles Cotton.] Cotton gives a drawing of the game of "Whist," and thus describes Ruff and Honours:—

"At Ruff and Honours, by some called Slamm, you have in the Pack all the Deuces, and the reason is, because four playing having dealt twelve a piece, there are four left for

the Stock, the uppermost whereof is turn'd up, and that is Trumps, he that hath the Ace of that Ruffs; that is, he takes in those four Cards, and lays out four others in their lieu; the four Honours are the Ace, King, Queen, and Knave; he that hath three Honours in his own hand, his partner not having the fourth sets up Eight by Cards, that is two tricks; if he hath all four, then Sixteen, that is four tricks; it is all one if two Partners make them three or four between them, as if one had them. If the Honours are equally divided among the Gamesters of each side, then they say Honours are split. If either side are at Eight Groats he hath the benefit of calling Can-ye, if he hath two Honours in his hand, and if the other answers one, the Game is up, which is nine in all, but if he hath more than two he shows them, and then it is one and the same thing; but if he forgets to call after playing a trick, he loseth the advantage of Can-ye for that deal.

"All Cards are of value as they are superiour one to another, as a Ten wins a Nine if not Trumps, so a Queen, a Knave in like manner; but the least Trump will win the highest Card of any other Card [suit]; where note the Ace is the highest."

This game was clearly Whist in an imperfect form. Whist is not mentioned by Shakespeare, nor by any writer (it is believed) of the Elizabethan era. It is probable that the introduction of the name *whist* or *whisk* took place early in the seventeenth century.

The first known appearance of the word in print is in the "Motto" of Taylor, the Water Poet (1621).

Taylor spells the word whisk. Speaking of the prodigal, he says:—

"The Prodigal's estate, like to a flux,
The Mercer, Draper, and the Silkman sucks:
* * * * * *
He flings his money free with carelessnesse:
At Novum, Mumchance, mischance, (chuse ye which)
At One and Thirty, or at Poore and rich,
Ruffe, slam, Trump, nody, whisk, hole, Sant, New-cut."

The word continued to be spelt whisk for about forty years. The earliest known use of the present spelling is in "Hudibras the Second Part" (spurious) published in 1663:—

"But what was this? A Game at *Whist*
Unto our *Plowden-Canonist*."

After this, the word is spelt indifferently, whisk or whist. In "The Compleat Gamester" (1674 and subsequent editions) Cotton says, under playing the cards at "Picket," "the elder begins and younger follows in suit as at Whisk." But he uses the other spelling in his chapter on the game itself. He observes, "Ruff and Honours (*alias* Slamm) and Whist, are Games so commonly known in *England* in all parts thereof, that every Child almost of Eight Years old hath a competent knowledge in that recreation."

After describing ruff-and-honours (see the passage

quoted, pp. 45, 46), Cotton adds, "Whist is a game not much differing from this, only they put out the Deuces and take in no stock; and is called Whist from the silence that is to be observed in the play; they deal as before, playing four, two of a side * * * to each Twelve a piece, and the Trump is the bottom Card. The manner of crafty playing, the number of the Game Nine, Honours and dignity of other Cards are all alike, and he that wins most tricks is most forward to win the set."

Cotton's work was afterwards incorporated with Seymour's Court-Gamester (first published 1719). The earlier editions contain no Whist, but after the two books were united (about 1734), Seymour says, "Whist, vulgarly called whisk. The original denomination of this game is Whist, [here Seymour is mistaken] or the silent game at cards." And again, "Talking is not allowed at Whist; the very word implies 'Hold your Tongue.'"

Dr. Johnson does not positively derive Whist from the *interjectio silentium imperans;* he cautiously explains Whist to be "a game at cards, requiring close attention and silence." Nares, in his "Glossary," has "Whist, an interjection commanding silence;" and he adds, "That the name of the game of Whist is derived from this, is known, I presume, to all who play or do not play." Skeat ("Etymological Diction-

ary of the English Language, 1882") gives, "Whist, hush, silence; a game at cards * * * named from the silence requisite to play it attentively."

Chatto, however, (Facts and Speculations on the Origin and History of Playing Cards, 1848), suggests that whisk is derived by substitution from ruff, both of them signifying a piece of lawn used as an ornament to the dress.

The best modern etymologists are of opinion that, whisk and whist, being, like whisper, whistle, wheeze, hush and hist, words of imitative origin, it makes no difference which form is first found. So the received derivation from silence, having a good deal of evidence in its favour, may be accepted until some more conclusive arguments than Chatto's are brought against it.

While Whist was undergoing the changes of name and character already specified, there was for a time associated with it another title, viz., swabbers or swobbers. Fielding, in his "History of the life of the late Mr. Jonathan Wild, the Great," records that when the ingenious Count La Ruse was domiciled with Mr. Geoffrey Snap, in 1682, or, in other words, was in a spunging-house, the Count beguiled the tedium of his in-door existence by playing at Whisk-and-Swabbers, "the game then in the chief vogue." Swift, in "The Intelligencer" (No. v, Dublin, 1728),

ridicules Archbishop Tenison for not understanding the meaning of swabbers. "There is a known Story of a *Clergy-Man*, who was recommended for a Preferment by some great Man at Court, to A. B. C'T. His Grace said, he had heard that the *Clergy-Man* used to play at Whisk and Swobbers, that as to playing now and then a Sober Game at Whisk for pastime, it might be pardoned, but he could not digest those wicked Swobbers, and it was with some pains that my Lord *S——rs* could undeceive him." Johnson defines swobbers as "four privileged cards used incidentally in betting at Whist." In Captain Francis Grose's "Classical Dictionary of the Vulgar Tongue" (1785), swabbers are stated to be "The ace of hearts, knave of clubs, ace and duce of trumps at Whist." The Hon. Daines Barrington (writing in 1786) says that at the beginning of the century, whisk was "played with what were called *Swabbers*, which were possibly so termed, because they, who had certain cards in their hand, were entitled to take up a share of the stake, independent of the general event of the game." This was probably the true office of the swabbers, the etymology of the word showing it to be allied to sweep, swoop, swab, swap, and to be first cousin to sweepstakes. Swabbers soon went out of general use, but they may still linger in some local coteries. R. B. Wormald writes thus re-

specting them in 1873:—Being driven by stress of weather to take shelter in a sequestered hostelry on the Berkshire bank of the Thames, he found four persons immersed in the game of Whist: "In the middle of the hand, one of the players, with a grin that almost mounted to a chuckle, and a vast display of moistened thumb, spread out upon the table the ace of trumps; whereupon the other three deliberately laid down their hands, and forthwith severally handed over the sum of one penny to the fortunate holder of the card in question. On enquiry, we were informed that the process was technically known as a 'swap' (qy. swab or swabber), and was *de rigueur* in all properly constituted whist circles."

After the swabbers were dropped (and it is probable that they were not in general use in the eighteenth century), our national card game became known simply as Whist, though still occasionally spelt whisk. The Hon. Daines Barrington ("Archæologia," Vol. viii) says that Whist in its infancy was chiefly confined to the servants' hall. That the game had not yet become fashionable is evident from the disparaging way in which it is referred to by writers of the period. In Farquhar's comedy of "The Beaux's Stratagem" (1707), Mrs. Sullen, a fine lady from London, speaks in a contemptuous vein of the "rural Accomplishments of drinking fat Ale,

playing at Whisk, and smoaking Tobacco." Pope also classes Whist as a country squire's game, in his "Epistle to Mrs. Teresa Blount" (1715)—

> "Some Squire, perhaps, you take delight to rack,
> Whose game is Whisk, whose treat a toast in sack."

Thomson, in his "Autumn" (1730), describes how after a heavy hunt dinner—

> "Perhaps a while, amusive, thoughtful Whisk
> Walks gentle round, beneath a cloud of smoak,
> Wreath'd, fragrant, from the pipe."

Early in the century the points of the game rose from nine to ten ("nine in all," Cotton, 1709; "ten in all," Cotton, 1721; "nine in all," Cotton, 1725; "ten in all," Seymour, 1734, "rectified according to the present standard of play"). Every subsequent edition of Seymour (with which Cotton was incorporated) makes the game ten up. It seems likely that, simultaneously with this change, or closely following it, the practice of playing with the entire pack instead of with but forty-eight cards obtained. This improvement introduced the *odd trick*, an element of the greatest interest in modern Whist.

At this period (early part of the eighteenth century) there was a mania for card-playing in all parts of Europe, and in all classes of society, but Whist had not as yet found favour in the highest circles.

Piquet, Ombre, and Quadrille, were the principal games of the fashionable world. But about 1728 the game of Whist rose out of its comparative obscurity.

A party of gentlemen (according to Daines Barrington), of whom the first Lord Folkestone was one, used at this date to frequent the Crown Coffee-house, in Bedford Row, where they studied Whist scientifically. They must have made considerable progress in the game, to judge by the following rules which they laid down:—"Lead from the strong suit; study your partner's hand; and attend to the score."

Shortly after this, the celebrated Edmond Hoyle, the father of the game, published his "Short Treatise" (1742–3). About Hoyle's antecedents, but little is known. He was born in 1672; it is said he was educated for the bar. It has been stated that he was born in Yorkshire, but this is doubtful. At all events, the author, by personal enquiry, has positively ascertained that he did not belong to the family of Yorkshire Hoyles, who acquired estates near Halifax *temp.* Edward III. It has also been stated that Hoyle was appointed registrar of the prerogative court at Dublin, in 1742. This, however, is unlikely. At that time, Hoyle was engaged in writing on games, and in giving lessons in Whist, and he was probably living in London. At all events, the only known genuine copy

of the first edition of the "Short Treatise" (in the Bodleian), was published in London; and Hoyle afterwards resided in Queen Square. The name Edmund or Edmond is common in both the Yorkshire and Irish families of Hoyle; and probably one Hoyle has been mistaken for another.

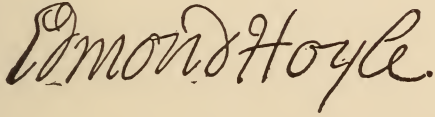
Internal evidence shows that Hoyle originally drew up notes for the use of his pupils. His early editions speak of "Purchasers of the *Treatise* in Manuscript, disposed of the last Winter," and further state that the author of it "has fram'd an *Artificial Memory*, which takes not off your Attention from your Game; and if required, he is ready to communicate it, upon Payment of one Guinea. And also, He will explain any *Cases* in the Book, upon Payment of one Guinea more." The cheap spurious editions lament that there was "a Treatise on the Game of *Whist* lately dispersed among a *few* Hands at a *Guinea* Price;" that it was to be procured with no small difficulty; and that the public lay under imposition and hardship in not being able to get the book under a guinea, and by its being reserved only in a few hands.

No doubt, the circulation of these surreptitious copies induced Hoyle to print the manuscript, and to register the "Short Treatise" at Stationers' Hall, in November, 1742.

The treatise ran through five editions in one year,

and it is said that Hoyle received a large sum for the copyright. This last statement, however, requires verification; at all events, Hoyle continued for years to sign every copy personally, as the proprietor of the copyright. This was done in order to protect the property from further piracy, as the address to the reader shows.

The following is a fac-simile of Hoyle's signature, taken from the fourth edition:—



In the fifteenth edition the signature is impressed from a wood block, and in the seventeenth it was announced that Mr. Hoyle was dead. He died in Welbank (Welbeck) Street, Cavendish Square, in August, 1769, at the reputed age of 97.

One effect of Hoyle's publication was to draw forth a witty skit, entitled "The Humours of Whist. A Dramatic Satire, as Acted every Day at *White's* and other *Coffee-Houses* and *Assemblies*" (1743). The pamphlet commences with an advertisement mimicking Hoyle's address to the reader. The prologue to the play is "supposed to be spoke by a waiter at White's."

"Who will believe that Man could e'er exist,
Who spent near half an Age in studying *Whist?*
Grew gray with Calculation—Labour hard!
As if Life's Business center'd in a Card?
That such there is, let me to those appeal,
Who with such liberal Hands reward his Zeal.
Lo! *Whist* he makes a science, and our Peers
Deign to turn *School Boys* in their riper Years."

The principal characters are Professor Whiston (Hoyle), who gives lessons in the game of Whist; Sir Calculation Puzzle, a passionate admirer of Whist, who imagines himself a good player, yet always loses; Sharpers, Pupils of the Professor, and Cocao, Master of the Chocolate-house. The sharpers are disgusted at the appearance of the book.

"*Lurchum.* Thou knowest we have the Honour to be admitted into the best Company, which neither our Birth nor Fortunes entitle us to, merely for our Reputation as good *Whist*-Players.

Shuffle. Very well!

Lurch. But if this dam'd Book of the Professor's answers, as he pretends, to put Players more upon a Par, what will avail our superior Skill in the Game? We are undone to all Intents and Purposes. * * * We must bid adieu to *White's*, *George's*, *Brown's*, and all the polite Assemblies about Town, and that's enough to make a Man mad instead of thoughtful.

Shuf. Damn him, I say,—Could he find no other Employment for forty Years together, than to study how to circumvent younger Brothers, and such as us, who live by our

Wits? A man that discovers the Secrets of any Profession deserves to be sacrificed, and I would be the first, *Lurchum*, to cut the Professor's Throat for what he has done, but that I think I have pretty well defeated the malevolent Effect of his fine-spun Calculations.

Lurch. As how, dear *Shuffle?* Thou revivest me.

Shuf. I must confess the Publication of his Treatise gave me at first some slight Alarm; but I did not, like thee, *Lurchum*, indulge in melancholy desponding Thoughts: On the contrary, I called up my Indignation to my Assistance, and have ever since been working upon a private Treatise on *Signs* at *Whist*, by way of counter Treatise to his, and which, if I mistake not, totally overthrows his System."

On the other hand, the gentlemen are in raptures.

"Sir *Calculation Puzzle.* The progress your Lordship has made for the time you have study'd under the Professor is wonderful.—Pray, has your Lordship seen the dear Man to-day?

Lord *Slim.* O yes.—His Grace sate him down at my House, and I have just lent him my Chariot into the City.—How do you like the last edition of his Treatise with the Appendix,[1] Sir *Calculation?* I mean that signed with his Name.[2]

Sir *Cal.* O Gad, my Lord, there never was so excellent a Book printed.—I'm quite in Raptures with it—I will eat with it—sleep with it—go to Court with it—go to Parliament with it—go to Church with it.—I pronounce it the Gospel of Whist-Players; and the Laws of the Game ought to be wrote in

[1] "The author of this treatise did promise if it met with approbation, to make an addition to it by way of Appendix, which he has done accordingly."—*Hoyle.*

[2] Authorized as revised and corrected under his own hand.—*Hoyle.*

golden Letters, and hung up in Coffee houses, as much as the Ten Commandments in Parish Churches.

Sir *John Medium.* Ha! Ha! Ha! You speak of the Book with the Zeal of a primitive Father.

Sir *Cal.* Not half enough, Sir *John*—the Calculations[1] are so exact! * * * his Observations[2] are quite masterly! his Rules[3] so comprehensive! his Cautions[4] so judicious! There are such Variety of Cases[5] in his Treatise, and the Principles are so new, I want Words to express the Author, and can look on him in no other Light than as a second *Newton.*"

The way in which Sir Calculation introduces Hoyle's Calculations of Chances is very amusing.

Sir *John.* 'Twas by some such laudable Practices, I suppose, that you suffered in your last Affair with *Lurchum.*

Sir *Cal.* O Gad, No, Sir *John*—Never anything was fairer, nor was ever any thing so critical.—We were nine all. The adverse Party had 3, and we 4 Tricks. All the Trumps were out. I had Queen and two small Clubs, with the Lead. Let me see—It was about 222 and 3 Halves to—'gad, I forgot how many—that my Partner had the Ace and King—let me recollect—ay—that he had one only was about 31 to 26.—That he had not both of them 17 to 2,—and that he had not one, or both, or neither, some 25 to 32.—So I, according to the Judg-

[1] "Calculations for those who will bet the odds on any points of the score," etc.—"Calculations directing with moral certainty how to play well any hand or game," etc.—*Hoyle.*

[2] "Games to be played with certain observations," etc.—*Hoyle.*

[3] "Some general rules to be observed," etc.—"Some particular rules to be observed," etc.—*Hoyle.*

[4] "A caution not to part with the command of your adversaries' great suit," etc.—*Hoyle.*

[5] "With a variety of Cases added in the Appendix."—*Hoyle.*

ment of the Game, led a Club, my Partner takes it with the King. Then it was exactly 481 for *us* to 222 against *them*. He returns the same Suit; I win it with my Queen, and return it again; but the Devil take that *Lurchum*, by passing his Ace twice, he took the Trick, and having 2 more Clubs and a 13th Card, I gad, all was over.—But they both allow'd I play'd admirably well for all that."

The following passage from the same pamphlet mentions the Crown—probably the Crown Coffee-house—and it has been inferred from this that Hoyle himself might have been one of Lord Folkestone's party.

"*Young Jobber* [a pupil of the Professor's]. Dear, Mr. *Professor*, I can never repay you.—You have given me such an Insight by this Visit, I am quite another Thing—I find I knew nothing of the Game before; tho' I can assure you, I have been reckoned a First-rate Player in the City a good while—nay, for that Matter, I make no bad figure at the *Crown*—and don't despair, by your Assistance, but to make one at *White's* soon."

Hoyle is also spoken of in his professional capacity in "The Rambler" of May 8, 1750. A "Lady that has lost her Money," writes "As for Play, I do think I may, indeed, indulge in that, now I am my own Mistress. Papa made me drudge at Whist 'till I was tired of it; and far from wanting a Head, Mr. *Hoyle*, when he had not given me above forty Lessons, said, I was one of his best Scholars."

Again, in "The Gentleman's Magazine" for February, 1755, a writer, professing to give the autobiography of a modern physician, says, "*Hoyle* tutor'd me in the several games at cards, and under the name of guarding me from being cheated, insensibly gave me a taste for sharping."

In the middle of the eighteenth century, Whist was regularly played in fashionable society. In "Tom Jones," Lady Bellaston, Lord Fellamar, and others are represented as indulging in a rubber. Hoyle also comes in for notice in the following passage in the same work: "I happened to come home several Hours before my usual Time, when I found four Gentlemen of the Cloth at Whisk by my fire;—and my *Hoyle*, sir,—my best *Hoyle*, which cost me a Guinea, lying open on the Table, with a Quantity of Porter spilt on one of the most material Leaves of the whole Book. This, you will allow, was provoking; but I said nothing till the rest of the honest Company were gone, and then gave the Fellow a gentle Rebuke, who, instead of expressing any Concern, made me a pert Answer, 'That Servants must have their Diversions as well as other People; that he was sorry for the Accident which had happened to the Book; but that several of his Acquaintance had bought the same for a Shilling; and that I might stop as much in his Wages, if I pleased.'"

In an epic poem on "Whist," by Alexander Thomson, which appeared in 1791, Hoyle was thus invoked—

"Whist, then, delightful Whist, my theme shall be,
And first I'll try to trace its pedigree,
And shew what sage and comprehensive mind
Gave to the world a pleasure so refin'd:
Then shall the verse its various charms display,
Which bear from ev'ry game the palm away;
And, last of all, those rules and maxims tell,
Which give the envied pow'r to play it well.
But first (for such the mode) some tuneful shade
Must be invok'd, the vent'rous Muse to aid.
Cremona's poet shall I first address,
Who paints with skill the mimic war of chess,
And India's art in Roman accents sings;
Or him who soars on far sublimer wings,
Belinda's bard, who taught his liquid lay
At Ombre's studious game so well to play?
But why thus vainly hesitates the Muse,
In idle doubt, what guardian pow'r to chuse?
What pow'r so well can aid her daring toil,
As the bright spirit of immortal Hoyle?
By whose enlighten'd efforts Whist became
A sober, serious, scientific game;
To whose unwearied pains, while here below,
The great, th' important privilege we owe,
That random strokes disgrace our play no more,
But skill presides, where all was chance before.
Come then, my friend, my teacher, and my guide,
Where'er thy shadowy ghost may now reside;

Perhaps (for Nature ev'ry change defies,
Nor ev'n with death our ruling passion dies)
With fond regret it hovers still, unseen,
Around the tempting boards array'd in green;
Still with delight its fav'rite game regards,
And tho' it plays no more o'erlooks the cards.
Come then, thou glory of Britannia's isle,
On this attempt propitious deign to smile;
Let all thy skill th' unerring page inspire,
And all thy zeal my raptur'd bosom fire."

Hoyle's name also finds a place in Don Juan. Byron, in saying that Troy owes to Homer what Whist owes to Hoyle, scarcely does justice to Hoyle, who was rather the founder than the historian of Whist.

The "Short Treatise" appeared just in the nick of time, when Whist was rising in repute, and when card-playing was the rage. The work became the authority almost from the date of its appearance.

In 1760, the laws of the game were revised by the members of White's and Saunders's Chocolate-houses, then the head-quarters of fashionable play. These revised laws (nearly all Hoyle) are given in every edition of Hoyle from this date. Hoyle's laws, as they were called, guided all Whist coteries for a hundred and four years; when the Arlington (now Turf) and Portland Clubs, re-revised the code of the Chocolate-houses. The code agreed to by the Committees

of both Clubs was adopted in 1864; it shortly found its way into all Whist circles, deposed Hoyle, and is now (1874) the standard by which disputed points are determined.

One of the chief seats of card-playing, and consequently, of Whist-playing, during the eighteenth century, was Bath. Even Mr. Pickwick is depicted playing Whist there with Miss Bolo, against the Dowager Lady Snuphanuph and Mrs. Colonel Wugsby, in a passage too well known to require quotation. Mr. Pickwick's visit was at a date when the chief glories of Bath had departed. The first edition of Matthews' "Advice to the Young Whist Player, containing most of the maxims of the old school with the author's observations on those he thinks erroneous" (1804), was published at Bath.

Early in this century, the points of the game were altered from ten to five, and calling honours was abolished. It is doubtful whether this change was for the better. In the author's opinion Long Whist (ten up) is a more scientific game than Short Whist (five up); Short Whist, however, has taken such a hold, that there is no chance of our reverting to Long. According to Clay ("Short Whist," 1864), the alteration took place under the following circumstances: "Some sixty or seventy years back, Lord Peterborough having one night lost a large sum of

money, the friends with whom he was playing proposed to make the game five points instead of ten, in order to give the loser a chance, at a quicker game, of recovering his loss. The late Mr. Hoare, of Bath, a very good whist-player, and without a superior at piquet, was one of this party, and has more than once told me the story. The new game was found to be so lively, and money changed hands with such increased rapidity that these gentlemen and their friends, all of them members of the leading clubs of the day, continued to play it. It became general in the clubs —thence was introduced in private houses—traveled into the country—went to Paris, and has long since * * * entirely superseded the whist of Hoyle's day."

Long Whist had long been known in France, but it was not a popular game in that country. Hoyle has been several times translated into French. Whist was played by Louis XV, and under the first Empire was a favourite game with Josephine and Marie Louise. It is on record ("Diaries of a Lady of Quality," 2d Ed. p. 128), that Napoleon used to play Whist at Würtemburg, but not for money, and that he played ill and inattentively. One evening, when the Queen Dowager was playing against him with her husband and his daughter (the Queen of Westphalia, the wife of Jerome), the King stopped Napo-

leon, who was taking up a trick that did not belong to him, saying, "*Sire, on ne joue pas ici en conquérant.*" After the restoration, Whist was taken up in France more enthusiastically. "The Nobles," says a French writer, "had gone to England to learn to Think, and they brought back the thinking game with them." Talleyrand was a Whist player, and his *mot* to the youngster who boasted his ignorance of the game is well known. "*Vous ne savez pas le Whiste, jeune homme? Quelle triste vieillesse vous vous préparez!*" Charles X is reported to have been playing Whist at St. Cloud, on July 29, 1830, when the tricolor was waving on the Tuileries, and he had lost his throne.

It is remarkable that the "finest Whist player" who ever lived should have been, according to Clay, a Frenchman, M. Deschapelles (born 1780, died 1847). He published in 1839 a fragment of a "*Traité du Whiste*," which treats mainly of the laws, and is of but little value to the Whist player.

Before leaving this historical sketch, a few words may be added respecting the modern literature of the game. So far as the present work is concerned, its *raison d'être* is explained in the preface to the first edition. How far it has fulfilled the conditions of its being, it is not for the author to say. It was followed, however, by three remarkable books, which call for a short notice.

In 1864, appeared "Short Whist," by J. C. (James Clay). Clay's work is an able dissertation on the game, by the most brilliant player of his day. He was Chairman of the Committee appointed to revise the Laws of Whist, in 1863. He sat in Parliament for many years, being M. P. for Hull at the time of his death, in 1873.

In 1865, William Pole, F. R. S., Mus. Doc. Oxon, published "The Theory of the Modern Scientific Game of Whist," a work which contains a lucid explanation of the fundamental principles of scientific play, addressed especially to novices, but of considerable value to players of all grades. In 1883, Dr. Pole issued another volume, called "The Philosophy of Whist." This is an essay on the scientific and intellectual aspects of the modern game. It is divided into two parts, "The Philosophy of Whist Play," and "The Philosophy of Whist Probabilities," the latter having been strangely neglected since the publication of Hoyle's "Essay Towards Making the Doctrine of Chances Easy" (1754).

These books exhibit the game both theoretically and practically in the perfect state at which it has arrived during the two centuries that have elapsed since Whist assumed a definite shape and took its present name.

General Principles

INTRODUCTORY

Before entering on an analysis of the general principles of the Game of Whist, it is advisable to explain shortly on what foundation these principles rest; for it might be supposed that a demonstration of the propositions contained in these pages is about to be offered; that the chances for and against all possible systems of play have been calculated; and that the one here upheld can be proved to be certainly right, and all others certainly wrong. Such a view would be altogether erroneous. The problem is far too intricate to admit of being treated with mathematical precision. The conclusion that the chances are in favor of a certain line of play is not arrived at by abstract calculation, but by general reasoning, confirmed by the accumulated experience of practiced players. The student must not, therefore, expect absolute proof. He must frequently be satisfied if the reasons given appear weighty in themselves, and none weightier can be suggested on the other side; and also with the assurance that the method of play recommended in this work is for the most part that which, having stood the test of time, is generally adopted.

The First Hand Or Lead

The considerations that determine the most advantageous card to lead at the commencement of a hand differ from those which regulate the lead at other periods; for, at starting, the Doctrine of Probabilities is the only guide; while, as the hand advances, each player is able, with more or less certainty, to draw inferences as to the position of some of the remaining cards. The number of the inferences and the certainty with which they can be drawn from the previous play, constantly increase; hence it not unfrequently happens that towards the termination of a hand, the position of every material card is known.

In treating of the lead, it will be most convenient to begin by examining the principles which govern the original lead. The application of these principles will require to be somewhat modified in the case of trumps, as will appear hereafter.

I. LEAD ORIGINALLY FROM YOUR STRONGEST SUIT

The first question that arises is, Which is the strongest suit? A suit may be strong in two distinct ways. 1. It may contain more than its proportion

of *high* cards. For example, it may contain two or more honours—one honour in each suit being the average for each hand. 2. It may consist of more than the average *number* of cards, in which case it is a numerically strong or long suit. Thus a suit of four cards has numerical strength; a suit of five cards great numerical strength. On the other hand, a suit of three cards is numerically weak.

In selecting a suit for the lead, numerical strength is the principal point to look to; for it must be borne in mind that aces and kings are not the only cards which make tricks; twos and threes may become quite as valuable when the suit is *established*—*i. e.*, when the higher cards of the suit are exhausted. To obtain for your own small cards a value that does not intrinsically belong to them, and to prevent the adversary from obtaining it for his, is evidently an advantage. Both these ends are advanced by choosing for your original lead the suit in which you have the greatest numerical strength; for you may establish a suit of this description, while, owing to your strength, it is precisely the suit which the adversary has the smallest chance of establishing against you. A suit that is numerically weak, though otherwise strong, is far less eligible.

Suppose, for example, you have five cards headed by (say) a ten in one suit, and ace, king, and one

other (say the two) in another suit. If you lead from the ace, king, two suit, all your power is exhausted as soon as you have parted with the ace and king, and you have given the holder of numerical strength a capital chance of establishing a suit. It is true that this fortunate person *may* be your partner; but it is twice as likely that he is your adversary, since you have two adversaries and only one partner. On the other hand, if you lead from the five suit, though your chance of establishing it is slight, you, at all events, avoid assisting your adversary to establish his; the ace and king of your three suit, still remaining in your hand, enable you to prevent the establishment of that suit, and may procure you the lead at an advanced period of the hand. This we shall find as we proceed is a great advantage, especially if, in the course of play, you are left with all the unplayed cards, or *long cards*, of your five suit.

The best suit of all to lead from is, of course, one which combines both elements of strength.

In opening a suit, there is always the danger of finding your partner very weak, or of leading up to a *tenace* (*i. e.*, the best and third best cards, or the second best guarded) in the hand of the fourth player. If you lead from a very strong suit, these dangers are more than compensated for by the advantages just

explained; if your best suit is only moderately strong, the lead is not profitable, but rather the reverse. If all your suits are weak, the lead is very disadvantageous. The hand, however weak, must hold one suit of four at least, and this, if only composed of small cards, should generally be chosen. Being unable to strike the adversary, you take the best chance of not assisting him.

It follows that a suit consisting of a single card is a very disadvantageous one to lead from; yet such a lead is not uncommon, even among players of some experience. The reason assigned in favour of this lead is the possibility of making small trumps. But it is important to observe that you stand very nearly as good a chance of making trumps by waiting for some one else to open the suit. If the suit is opened by the strong hand, your barrenness will not be suspected; you will be able, if necessary, to win the second round, while you will be free from the guilt of having sacrificed any high card your partner may have possessed in the suit, or of having assisted in establishing a suit for the adversary. Again, your partner, if strong in trumps, will very likely draw yours and then return your lead, imagining you led from strength. If, indeed, he is a shrewd player, he will, after being taken in once or twice, accommodate his game to yours; but he can never be sure of the

character of your lead, and may often miss a great game by not being able to depend upon you. If you have great numerical strength in trumps, the evils of a single-card lead are lessened; but in this case, as will hereafter be shown, it is generally right to lead trumps. In the opinion of the Author, it may be laid down as an axiom that in plain suits (*i. e.*, in suits not trumps) the original lead of a single card is in no case defensible.

Many players will not lead from a strong suit if headed by a tenace; preferring, for instance, to lead from ten, nine, three, to ace, queen, four, two. They argue, that by holding up the ace, queen suit, they stand a better chance of catching the king. So far they are right; but they purchase this advantage too dearly; for the probable loss from leading the weak suit may be taken as greater than the probable gain from holding up the tenace.

2. LEAD YOUR FOURTH-BEST CARD

The question next arises, Which card of the strong suit should be led originally? The key to this problem is furnished by the remark that it conduces to the ultimate establishment of a suit to keep the high or commanding cards of it in the hand that has numerical strength. In the suit of your own choosing, you are presumably stronger than your partner;

it is therefore undesirable at once to part with your high cards. Hence it is best, in general, to lead a small one. Your partner, actuated by a desire to assist in establishing your strong suit, will play his highest card to your lead (*see* Play of Third Hand), and if he fails to win the trick, will, at all events, force a higher card from the fourth player, and so help to clear the suit for you. Another reason in favour of leading a low card is, that it increases your chance of making tricks on the first two rounds. For, on the first round of a suit, the second hand generally plays his smallest card, as will be seen hereafter. If, therefore, you originally lead the smallest, holding ace and three others, the first trick will, in all probability, lie between your partner and the last player; and since there is no reason why the fourth player should hold a better card than the third, it is nearly an even chance that your partner wins the trick. It is certain (bar trumping) that you win the second round; therefore, if the suit is led this way, it is about an even chance that you make the first two tricks. But if you lead out the ace first, it is two to one against your making the second trick, for the adversaries have two hands against your partner's one, and either may hold the king. A third reason for leading a low card of your suit is, that your partner may prove utterly weak in it; and in this case it

is important that you keep a commanding card to stop the adversary from establishing it.

From four cards, then, you lead your lowest, or *fourth-best.* From more than four cards you still lead your fourth-best, as a card of protection and information. The protection obtains in the case in which your partner holds no high card in the suit. Thus:—From king, ten, nine, eight, two, you lead the eight, not the two. The lowest adverse card that can win the trick is the knave. The information given by the lead of the fourth-best is that you remain with three cards of the suit higher than the one first led. The knowledge of the nature of the combination led from, thus imparted may be very valuable. For example:—You lead an eight. Your partner holds king, ten of the suit, and plays the king, which is won fourth hand by the ace. Your partner now knows that you hold queen, knave, nine. This he could not have told had you led the seven, or a smaller card.

It may be that your partner has a card in sequence with yours, and that he plays it on your fourth-best. For instance;—You lead eight from queen, ten, nine, eight, and one or more small ones. Your partner's best card is the knave. Had you led a smaller card he would still have played the knave. But no harm is done by your parting with the eight. The knave

forces, say, the king. On the second round one of your high cards forces the ace and you then hold two winning cards in the suit. And, it should be borne in mind, that it conduces to the ultimate establishment of your suit for your partner's knave to be out of his hand. Suppose, for instance, that he held knave and three small ones originally, and that you had led the ten. Your partner preserves the knave. After three rounds of the suit, if he still has the knave in his hand, your small cards are useless, unless you obtain the lead again in some other suit after your partner has played the knave.

Again:—Suppose you lead from king, ten, nine, eight, and that your partner's only high card is the queen. The lead of the ten would probably induce him to finesse. By *finessing* is meant playing an inferior card, though holding a higher one of the suit, not in sequence with the card played. Thus, to continue the illustration:—You lead the ten, and your partner holding the queen, plays a small card. He thus gives the adversary a chance of making the knave on the first round and of retaining the ace, notwithstanding that you and your partner hold king and queen of the suit between you. If you lead the eight and your partner puts on the queen, you have the option of finessing on the second round, and this is much more advantageous than your partner's pass-

ing the ten. In the first place, the finesse is postponed, when, more cards having been played, you have more data to guide you as to the policy of making the finesse; and in the next place, if you have a choice as to whether you or your partner shall finesse in your strong suit, it is, as a rule, more advantageous for you to do it. For, as already explained, the establishment of a suit is furthered if the strong hand retains the command, and the presumably weak hand plays his high cards.

There are two exceptions to the rule of originally leading the fourth-best of a strong suit:—1. When you lead from ace, with four or more small ones, in plain suits. In this case, it is considered best to begin with the ace, lest the suit should be trumped on the second round. 2. When your suit contains certain combinations of high cards, it is advisable to lead a high card, in order to make sure of preventing the adversary from winning the first trick with a very low card. The combinations from which a high card should be led, in plain suits, are those which include either ace, king; or ace, queen, knave; or king, queen; or king, knave, ten; or queen, knave, ten.

The card to be selected, when leading from one of these combinations, has been the subject of careful examination. The result of this examination, for

both plain suits and trumps, will be found in the Analysis of Leads, which follows. This analysis should be familiarly known, not only that you may lead correctly yourself, but that you may also be able to infer the cards the other players hold, by observing what they lead.

Analysis Of Leads In Detail

Ace, king, queen, knave

With four in suit, lead king, then knave.

With five in suit (even if you also hold the ten), lead knave, then ace.

With six in suit, lead knave, then king.

With more than six in suit, lead knave, then queen.

Obvious alterations on account of the trump card are omitted. Thus, if partner has turned up the ten you lead a small one from ace, king, queen, knave, and small.

When opening a plain suit, headed by ace, king, after having trumped another suit, lead the ace. If you begin with any other card and your partner happens to have none of the suit, he might trump a king or a smaller card, in order to lead again the suit you have already trumped.

Ace, king, queen

With four in suit, lead king, then queen.

With five in suit, lead queen, then ace.

With more than five in suit, lead queen, then king.

Ace, king, knave

With four in suit, lead king, then ace. If the queen falls to the king, lead knave. This applies to all cases in which intermediate cards fall, and you remain with the card next in sequence to the one led.

With more than four in suit, lead ace, then king.

Whether the lead is from four or more than four, if you change the suit after the first lead, it is an indication that you want your first suit returned in order to finesse the knave, especially in trumps, when queen is turned up to your right. It is often advisable not to wait for the finesse. No positive rule can be laid down.

Ace, king, and small

With four, *in plain suits*, lead king, then ace.

With more than four, *in plain suits*, lead ace, then king. Ace led shows great numerical strength. This

is deemed to be of more consequence than the temporary concealment of the king.

In trumps, lead the fourth-best, unless you have more than six trumps.

Ace, queen, knave, ten

With four in suit, lead ace, then ten.

With more than four in suit, lead ace, then knave.

Ace, queen, knave, and small

With four in suit, lead ace, then queen.

With more than four in suit, lead ace, then knave.

Ace, queen, ten

With four in suit lead fourth-best.

In trumps, lead the fourth-best, unless you have more than six trumps; and, when knave is turned up to your right, lead queen.

Ace and small,

including all strong suits headed by ace, other than those already enumerated.

With four in suit, lead lowest.

With more than four, *in plain suits*, lead ace, then fourth-best of those remaining in hand.

In trumps, lead the fourth-best, unless you have more than six trumps.

King, queen, knave, ten

With four in suit, lead king, then ten.

With five in suit, lead knave, then king.

With more than five in suit, lead knave, then queen.

King, queen, knave

With four in suit, lead king, then knave.

With five in suit, lead knave, then king.

With more than five in suit, lead knave, then queen.

King, queen, ten (in trumps)

With four in suit, lead king.

With more than four in suit, lead queen.

King, queen, and small

With four, *in plain suits*, lead king.

With more than four, *in plain suits*, lead queen.

If the queen wins, then the fourth-best of those remaining in hand.

In trumps, lead the fourth-best, unless you have more than six trumps, when lead queen.

King, knave, ten, nine

Lead nine, even if you also hold the eight.

If the nine forces the ace, and not the queen, next lead king.

If the nine forces the queen, or both ace and queen:—

With four in suit originally, lead king after nine.

With five in suit originally, lead knave after nine.

With more than five in suit originally, lead ten after nine.

King, knave, ten

Lead ten.

If the ten wins the trick, lead lowest after ten; with more than five in suit originally, fourth-best of those remaining in hand.

If the ten forces the ace, and not the queen, next lead king.

If the ten forces the queen, or both ace and queen:—

With four in suit originally, lead king after ten.

With more than four in suit originally, lead knave after ten.

King, knave, nine (in trumps)

If ten is turned up to your right, lead knave.

King and small,

including all strong suits headed by king, other than those already enumerated.

Lead the fourth-best.

Queen, knave, ten, nine

With four in suit, lead queen, then nine.

With more than four in suit, lead queen, then ten.

Queen, knave, ten

With four in suit, lead queen, then knave.

With more than four in suit, lead queen, then ten.

Queen, knave, nine (in trumps)

If ten is turned up to your right, lead queen.

Queen, and small,

including all strong suits headed by queen, other than those already enumerated.

Lead the fourth-best.

Knave, ten, nine

In plain suits, lead fourth-best.

This lead is disputed; some players lead knave. The result of recent calculation tends to show that the fourth-best is to be preferred.

In trumps, knave is generally led from knave, ten, nine suits, especially if king or queen is turned up to your left. When knave is led from *knave, ten, nine, eight*, four in suit, lead eight after knave. With more than four in suit, lead nine after knave. And, when knave is led from *knave, ten, nine*, four in suit, lead ten after knave. With more than four in suit, lead nine after knave.

Knave, ten, eight (in trumps)

If nine is turned up to your right, lead knave.

Knave, and small,

including all strong suits headed by knave, other than those already enumerated.

Lead the fourth-best.

Suits of four or more cards without an honour

Lead the fourth-best.

INFERENCES FROM THE ANALYSIS

If ace is led originally, you infer a lead from,

(*a.*) A suit of five or more cards; or,

(*b.*) Ace, queen, knave, four or more cards.

If king is led originally, you infer a lead from,

(*a.*) Ace, king, four in suit; or,

(*b.*) King, queen, four in suit.

If queen is led originally, you infer a lead from,

(*a.*) Ace, king, queen, five or more in suit; or,

(*b.*) King, queen, five or more in suit; or,

(*c.*) Queen, knave, ten, four or more in suit.

If knave is led originally, you infer a lead from,

(*a.*) Ace, king, queen, knave, five or more in suit; or,

(*b.*) King, queen, knave, five or more in suit; or,

(*c.*) *In trumps*, knave, ten, nine, four or more in suit.

It will be gathered from these inferences, that the third hand, holding none of the suit, should not trump an honour led originally.

If ten is led originally, you infer a lead from king, knave, ten.

If a lower card than a ten is led originally, you infer three cards higher than the one led, in the leader's hand. In the case of nine led, the three cards must be ace, queen, ten; or ace, knave, ten; or king, knave, ten.

When there is an alternative, the fall of the cards, or the cards in your own hand, will often disclose the precise nature of the combination led from. Thus, if knave of a plain suit is led, and it is won by the ace, or you hold the ace, you know the leader to hold king, queen, and at least two others.

The second lead will determine the number of cards led from, when the leader remains with two high indifferent cards. He leads the higher from the minimum number he can hold; the lower, if he has more. Thus:—If knave of a plain suit is led, the minimum held is five. If, on the second lead, king (the higher of the two indifferent cards, king, queen), is led, the leader has two small cards of his suit, exactly; if, on the second lead, queen (the lower of the two indifferent cards) is led, the leader has more than two small cards.

3. LEAD THE HIGHEST OF A NUMERICALLY WEAK SUIT

When it is your fate to open a numerically weak suit, your object should be to do as little harm as possible. You cannot expect to win many tricks, so you must do all you can to assist or *strengthen* your partner by leading high or strengthening cards; for, by leading the highest of a suit numerically weak, you take the best chance of keeping the strength in your partner's hand, should he happen to hold it.

You will not often be driven to open a weak suit originally, as one of your suits must contain as many as four cards. But it may so turn out that your four-card suit is composed of very small cards indeed, in which case you might prefer to open a suit containing better cards, though numerically weaker. Every one can see that ace, king, queen, is a better suit to open than five, four, three, two; but as you descend in one scale and ascend in the other, there comes a point where the two descriptions of strength nearly or quite balance. With hands containing only a suit of four small cards—say none higher than the seven or eight, and suits of three cards of higher value—the choice is sometimes difficult. Also, with hands in which your only four-card suit is the trump suit, you might sometimes deem it advisable to open one of the other suits, as a smaller evil than leading a trump. As a rule, when you are in doubt, stick to the general principle, and lead from your four-card suit, even though it is the trump suit.

Whenever you decide on opening a suit of but three cards, choose, if possible, one in which you hold a sequence which may be of benefit to your partner, as queen, knave, ten; queen, knave, and one small one; knave, ten, and one other, and so on, and lead the highest. If you have no sequence, lead from your strongest weak suit. Thus, two honours

not in sequence, and one small one, is a better lead than ace and two small ones, or king and two small ones. These, again, should be chosen in preference to queen and two small ones. When leading from a numerically weak suit that contains ace, king, or queen, but no sequence, if you have any indication from the previous play that your partner is strong in the suit (as will be explained in Section 4), lead the highest. But, having no guide as to his strength, lead the lowest. You run the risk of making your partner think you have led from numerical strength; but, on the other hand, by leading out the high card, you at once give up the command of the suit, and, unless your partner has strength in it (the chances being against this), you leave yourself at the mercy of the opponents.

The case is different with numerically weak suits headed by a knave or a lower card. Of these suits you should lead the highest; by retaining such a card as the knave you would scarcely ever be able to stop the adversaries from establishing the suit, should they be strong in it; and, by leading out the high card, you do all you can to aid your partner, should he have strength.

Ace and one other, king and one other, or queen and one other, are very bad suits to lead from. By holding them up you and your partner stand a better

chance of making tricks in the suit; and if it should be the adversaries' suit (the chances being two to one that it is) you keep the power of obstructing it and of obtaining the lead at advanced periods of the hand. If you lead from ace, king only, lead ace, then king.

It follows that when you lead a high card in the first round of a suit, and in the next drop a lower one (subject to the rules respecting leads from high cards, and the lead of fourth-best from five or more), your partner should infer you have led from a weak suit. Thus, suppose you lead a knave. If on the second round you lead a higher card, your partner knows you have led from commanding strength. But if on the second round you lead a lower card not in sequence with the knave, your partner may be equally certain that the card first led was the highest of your suit.

4. AVOID CHANGING SUITS

When you obtain the lead after one or more tricks have been played, the question arises whether or not you should open a fresh suit. If you have had the lead before, it is generally advisable to pursue your original lead, for you thus take the best chance of establishing the suit, and you open a fresh suit to a disadvantage.

The fall of the cards in the previous rounds may cause you to alter your game. Thus, the previous play may have already established your suit, or may have so nearly established it as to justify you in leading trumps, as hereafter explained; or your partner may have shown a very strong suit, or a strong trump hand, which may modify your game. Again, your partner may prove utterly weak in your suit; you would then often discontinue it, unless holding the winning cards or a strong sequence, because, with these exceptions, your continuing it gives the adversary the opportunity of finessing against you, and of cutting up your suit; or you may sometimes discontinue a suit if you expect it will be trumped (as will be further explained in Sections 13–16); but, failing such indications, it is best, as a rule, to pursue the original lead.

If you have not had the lead before, it is in most cases advisable to open your strong suit, when you possess *great* strength in any suit, for you open such suit to advantage; but with weak or only moderately strong suits, which you open to a disadvantage, you would, as a rule, do better to return your partner's original lead, or to lead up to the weak suit of your right-hand adversary, or through the strong suit of your left-hand adversary. When in doubt as to opening your own suit or returning your partner's,

you should, as a general rule, be guided by your strength in trumps. With a strong trump hand play your own game; with a weak trump hand play your partner's game.

If your partner has had a lead, and you are thoroughly conversant with the system of leading developed in Sections 2 and 3, and with the Analysis of Leads, you will probably know by the value of the card he has led whether he is strong or weak in that suit. If you have no evidence from your own hand, or from the fall of the cards, you assume, with a good partner, that his original lead was from strength. But you mostly have some evidence; for instance, if he leads a ten, he has led from king, knave, ten; or the ten is the highest of his suit. If you hold—or either adversary plays—king or knave, you know that your partner has led the highest of his suit. But, in the absence of these cards, and especially if the ten wins the first round, or is taken by the ace or queen, you may conclude that your partner's lead was from strength, and you would not hesitate to return it.

When you have won the first trick in your partner's lead cheaply, you should avoid returning it in plain suits, as the strength must be between your partner and your right-hand adversary. For example, say A, Y, B, Z, are the four players, and that they sit in this

order round the table, so that A leads and Z is last player. If A leads a small card of a plain suit, Y plays a small one, and B (third player) puts on his best card, the queen, which wins the trick, it is clear that Z can have neither ace nor king; A cannot have them both, or he would have led one, therefore Y must have one of them at least; and, if B returns the lead, he leads up to Y's strength, and may cut up his partner's suit.

By observing the card led by either adversary, you can similarly tell whether he has led from strength or weakness; so also you can judge from the card played third hand by the adversary whether he is weak, it being presumed that the third player puts on his best. It is advantageous to lead up to a weak suit, because you compel the second hand to put on a high card, or give your partner the opportunity of finessing. It is generally less advantageous to lead through a strong suit, unless you are sure that the second hand is not *very* strong, and that the fourth hand is weak. Otherwise, by continuing the suit, you may be establishing it for the adversary, and getting rid of the command of it from your partner's hand.

In discussing leads from weak suits it was supposed, for the sake of convenience, that the leader had no indication from the play to guide him. But in prac-

tice, in by far the greater number of cases, weak suits are opened late in a hand when inference from previous play has given an insight into the strength or weakness of the several players. Thus, you commence with your strong suit; your partner fails to show any strength in it. After several other tricks are played you have the lead again, remaining with (say) king and two others of your first lead. You do not wish to take one of the guards from your king, and you do not deem it advisable to lead a card which your partner may be obliged to trump. You therefore try another suit. By this time you know, either by the adversaries' leads what their strong suits are, or by the players' discards (*i. e.*, by the cards they throw away when not able to follow suit) what their weak suits are, as will be explained under Discarding. Guided by these indications, you make choice of a suit for your second lead in which your partner is probably strong, and under such circumstances you would, as a rule, lead the highest of the suit of your second choosing, if numerically weak in it.

When you have led a strengthening card, and it wins the trick, you can rarely do better than continue with your next highest. For example: from queen, knave, and three you lead the queen, which goes round. It hardly requires to be stated that you

make the best use of your suit by continuing with the knave. When your strengthening card does not win, the course of the play is the only guide as to whether you should continue the suit. The application of the considerations advanced in this Section will generally inform you where the strong and weak suits lie, and you will act accordingly, giving your partner his strong suit, or, if he has not shown one, leading up to the weak suit of the right-hand adversary, or through the strong suit of the left-hand adversary.

It has several times been assumed that it is advantageous to have the lead at advanced periods of a hand; we now see one principal reason why it is so. The leader knows by observation where the strong and the weak suits lie, and he will generally be able to make use of this knowledge in assisting his partner, or in obstructing his opponents.

The principles explained in the preceding pages apply mainly to the original lead, or to leads early in a hand. They apply also to leads generally; but at advanced periods of the hand, and toward its close, their application is frequently modified by inferences from the previous play, and by the state of the score.

On the second round of a suit—

5. RETURN THE LOWEST OF A STRONG SUIT, THE HIGHEST OF A WEAK SUIT

When you return your partner's lead, the card you should choose to lead on the second round depends on the number of cards of the suit you have remaining. Thus, if you remain with three cards, you must have had four at first. You therefore had strength in the suit, and you should return the smallest of the three remaining cards, agreeably to the principle that with strength it is to your advantage to retain the command in your own hand. If you remain with two cards only, you should return the higher one to strengthen your partner; and, similarly, if you have discarded one of a four-suit, and are left with two only *at the time you return it*, you have destroyed the numerical power of your suit, and should therefore treat it as a weak suit, and return the higher card of the two remaining in your hand.

The advantages of this principle are numerous. In the case that you and your partner are both numerically strong, the return of the lowest prevents him from finessing in a suit which must be trumped third round. Further, if your hand is weak, you naturally return a suit in which you infer that your partner is strong. You then return a strengthening card to get a high card of your partner's strong suit

out of his way, and you enable him to finesse if he thinks proper, and so to keep the command of his suit in his own hand.

It is true that with two small cards only (say the five and the six) you do not strengthen your partner by returning the six. But there is a collateral advantage in keeping to the rule even with small cards—*you enable a good partner to calculate how many you have left of the suit*, and often where the remainder of it lies. Thus, your partner leads a small card of a suit of which you have king, three, and two. You, as third player, put on the king. If you return the suit, you return the three, and not the two, when it ought to be inferred, either that you have returned the smallest of a suit of four or more, or that you have no more of the suit left, or the two only. When your two comes down in the third round it ought to be certain that you have no more. If your partner has confidence in you, he can often count what you have left before the third round is played; thus, in the above instance, your partner, not having the two himself, and seeing that it does not drop from the adversaries, concludes, with tolerable certainty, that you remain, after the second round, with the two and no more.

There are three exceptions to the rule of play above stated: 1. When you hold the winning card you return it, whatever number of cards you hold, lest it

should be trumped the third round, or, your partner, imagining it to be against him, should finesse; and 2. When you hold the second and third best, in plain suits, you return the highest. Thus, suppose you have queen, knave, ten, and one small one of a suit of which your partner leads a small one, you (third hand) put on the ten, which is won by (say) the ace. If you afterwards return the suit, you should return the queen, for you not only force out the king, if against you, but you also do not block your partner's suit, should he have led from great numerical strength, say five cards to the nine, an advantage which you lose by returning the small one; and 3. When you have begun to unblock your partner's suit on the first round (*see* The Command of Suits), you return the highest card, notwithstanding that you still remain with three cards of the suit.

It should also be observed that, occasionally, when you return your adversary's strong lead, you do not lead the higher of two remaining cards, especially if you hold the second-best guarded. For example, you are A; Y is your left-hand adversary. Y has led a king, which was won by the ace, leaving Y with the queen and others. You remain with knave and one small one. If you are driven to return this suit, you should return the small one. The queen will probably be put on second hand, and you will remain with the best.

The Second Hand

On the first round of a suit, you should generally,

6. PLAY YOUR LOWEST CARD SECOND HAND

You presume that the first hand has led from strength, and, if you have a high card in his suit, you lie over him when it is led again; whereas, if you play your high card second hand, you get rid of a commanding card of the adversary's suit, and, if it is returned, the original leader finesses against you. Besides this, the third player will play his highest card, and, if it is better than yours, you have wasted power to no purpose.

If, however, you have a sequence of high cards, you should put on one of the sequence second hand, for, if you pass the trick, the third hand may win with a very low card, or, with his low card, may force a high one from your partner. The chief objection to playing an unsupported high card does not apply, as the leader cannot successfully finesse against you on the next round.

With a moderate sequence, such as queen, knave—knave, ten—ten, nine—you play the lowest of the sequence if you are numerically weak; but, with more

than three cards of the suit, you pass a small card led, agreeably to the principle already discussed—that in weak suits you play to save your partner's hand, but in strong ones you leave him to help you. For instance: the leader (A) has king, ten, nine, eight, seven of a suit; the second player (Y) has queen, knave, and one small one; the fourth player (Z) has ace and two small ones. A leads a small card; Y should play the knave; if he does not, the card led forces Z's ace. It is true that this happens also if Y passes with queen, knave, and two small ones; but Y, in this case, has a guard to his queen and knave, and is left with the two commanding cards after the second round of the suit.

With a sequence lower than ten, nine, there is no advantage in putting on one of the sequence; so the lowest should then be played second hand, in conformity with the general principle.

7. PLAY THE LOWEST OF A SEQUENCE

When you do not head a trick, you throw away your lowest card to economize your strength. Your play may not be of any consequence as regards merely the chance of making tricks; but it may be, and often is, of importance in affording information to partner.

Thus, suppose the players to be as before, A, Y, B,

Z. A leads the three of a suit, Y plays the five, B the four. It ought to be certain that B has no more of the suit, it being presumed that he, not being able to head the trick, throws away his smallest. If he afterwards plays the two, and it turns out that he previously played the four *through carelessness*, his partner loses confidence, and gives up all hopes of drawing correct inferences from his play.

This rule, viz., to play the lowest, applies equally to cards in sequence, whether you attempt to win the trick or not. Thus, say queen is led, and you (second hand) hold ace and king; if you put on the king, your partner gains the very important information that you have the ace also. For queen is not led from ace, queen, etc., so the leader cannot hold the ace; the third hand cannot have it, or he would win the king; and the fourth, not having it himself, infers that you hold it. If you put on the ace, not only could he not tell that you hold the king, but, in consequence of this rule of play would assume that it lay with the leader or his partner. The play of the lowest of the sequence, though illustrated for the sake of convenience in respect of the second hand, applies to the third and fourth hands also. (For a fuller examination of this point *see* Section 12.)

ANALYSIS OF
PLAY OF SECOND HAND IN DETAIL

Ace, king, queen, etc.

Play lowest of ace, king, queen sequence.

Ace, king, knave, etc.

Play king (but *see* p. 104).

On the second round of the suit, it becomes a matter of judgment whether you should play ace or finesse knave. No positive rule can be laid down.

Ace, king, etc.

Play king.

In trumps, it is sometimes right to pass, leaving the chance of the first trick to your partner.

Obvious alterations on account of the trump card are omitted. It is clear that, with ace, king, etc., if your partner has turned up the queen, you should play a small one; and that, with ace, king, knave, if your right-hand adversary has turned up the queen, you should play the knave; and so on for other cases. (And *see* pp. 106, 107, for the play when a medium card is led.)

Ace, queen, knave, etc.

Play lowest of queen, knave sequence.

Ace, queen, ten, etc.

In trumps, play ten, or with cards in sequence, the lowest of the ten sequence.

In plain suits, if strong enough in trumps to lead them, play ten, or lowest of sequence; if weak in trumps, play queen (but *see* p. 105).

With ace, queen, ten only, play ten, whether strong in trumps or not.

Ace, queen, etc.

Small card led.

In trumps, play a small one.

In plain suits, with five in suit, play a small one if strong in trumps; the queen if weak in trumps.

Knave led.

Play ace. It is useless to cover with the queen, as the leader cannot hold the king (*see* Analysis of Leads).

These instructions assume ordinary original leads from strength. If ace or queen is turned up, some players lead knave, from king, knave, ten. If you know this is the practice of your right-hand adversary, you should exercise your judgment as to covering with ace or queen.

Also toward the close of a hand, knave might be led from king, knave for various reasons, perhaps as the best chance of saving or winning the game or a point, or as a false card. No rule can be laid down for such cases.

Ten or nine led.

Play queen.

Ace, knave, ten, etc.

In trumps, play ten, or with cards in sequence with the ten, the lowest of the sequence.

In plain suits, play a small one.

The reason for the difference is that, in trumps a small card may be led from king, queen, etc.; but in plain suits, not. Hence as, in plain suits, the king or queen must be in the third or fourth hand, your strength would be wasted by covering.

Ace and small ones.

Play a small one.

As before observed, the original lead of a small card from strength is assumed.

If, after several tricks have been played, you particularly want the lead, or you suspect the possibility of a lead from a single card, or one trick is of importance, you would often be right to play the ace. Again no rule can be laid down.

King, queen, knave, etc.

Play the lowest of the king, queen, knave sequence.

King, queen, etc.

Small card led.

Play queen.

In trumps it is sometimes right to pass, unless you hold ten also, or only three in suit.

Knave led.

The usual practice is to cover with the queen. But it can be shown by calculation that, if the lead is from knave, ten, nine, and small, more is gained than lost, in the long run, by passing.

The best lead from knave, ten, nine, etc., is disputed; and so also is the question of covering.

King, knave, ten, etc.

Play the lowest of the knave, ten sequence.

Queen, knave, ten, etc.

Play ten, or lowest of sequence.

Knave, ten, nine, etc.

Play nine, or lowest of sequence.

Queen, knave, and small; knave, ten, and small; ten, nine, and small.

Play as directed at pp. 98, 99.

Covering or passing second hand.

If an honour is led, and you have the ace, as a rule play the ace.

If an honour is led, and you hold an honour, not the ace, pass as a rule.

It was formerly the practice to cover an honour with an honour, if numerically weak. Calculation shows more is gained than lost, in the long run, by passing. But if a strengthening card is led, late in a hand, it would often be right to cover. No positive rule can be laid down for the play of the second hand under such circumstances. When you have the *fourchette* it is almost always right to cover. Thus, if knave is led, and you hold queen, ten, etc., put on the queen.

If a ten or nine is led, and you hold queen and one small one, play queen. The lead is probably from king, knave, ten, etc., and the queen may save your partner's ace. With queen and two small ones, or with other combinations not enumerated as those with which a high card should be played second hand, pass.

If a nine is led, and you hold king and one small one, play king. The leader must have opened an ace suit (either ace, queen, ten, nine, or ace, knave, ten, nine), assuming him to have led from a suit of

four cards. The same applies if you hold king, nine, and eight is led.

If a medium card is led from a suit of at least four cards, three being higher than the card led, and you hold cards that (together with the leader's cards) make up a sequence, cover with the lowest card you can. For example:—The original lead is an eight. You (second hand) hold ace, king, ten, with or without small ones. If the lead was from queen, knave, nine, eight, as is most probable, and the ten is put on, it will win the trick.

Again: the original lead is a seven. You hold ace, queen, knave, eight. If the seven is the lowest of a four-card suit, the lead must have been from king, ten, nine, seven. Therefore, the eight put on will win the trick.

If an eight is led, and you hold an honour, the ten, and a small card, play the ten. The lead being presumably from at least four cards, of which the eight is the lowest, nothing is lost by playing the ten, and a high card may be saved in your partner's hand. The same applies to knave, nine, and a small card, when you should cover the eight with the nine. In trumps, but not in plain suits, you should similarly play the nine on the eight, holding king, nine, and a small one; or queen, nine, and a small one. If the leader of an ace follows with a medium card, and you

can make up the sequence with your cards, cover with the lowest. Thus:—Ace is led, and the leader continues with the fourth-best of those remaining in his hand, viz., the seven. You had, originally, king, queen, ten, four, and you played the four to the ace. The leader must hold knave, nine, eight. You should therefore play the ten on his seven.

If a small card is led, and you hold an honour and a small card, pass the trick as a rule; for by putting on the honour you expose your weakness and enable the original leader to finesse against you on the second round. The principal general exception to playing a small card second hand, is when the circumstances of the hand cause you to seize any chance of obtaining the lead, as when you want to stop a lead of trumps, or to lead trumps yourself. Then it is often right to play a high card second hand, when unsupported by another high card.

Also, in trumps, if king or queen is turned up, and you hold it singly guarded (*i. e.*, if you have only one other trump), it is generally advisable to put on the turn-up, second hand. And if you hold king or queen, singly guarded, and a superior honour is turned up to your right, you should play the king or queen.

In the second round of a suit, if you have the winning card, you should—in plain suits—generally

put it on second hand, subject to a finesse that will certainly be successful; but in trumps there are many cases in which you should not, especially if you have numerical strength in trumps, and a good hand besides. Your winning trump must make, and, by passing the second round, you perhaps enable your partner to win with a third-best trump—or even a smaller one—yourself retaining the command.

If, when led through on the second round of a suit, you conclude from the previous fall of the cards that the second-best card is to your right, it is sometimes advisable to put on the third-best. You thus save your partner's hand if he holds the best. For instance: if knave is led in the first round, and your partner (then second player) plays king, which wins the trick, it is clear (if the ten is your best) that your partner has the ace, for the third player could not win the king, and the leader could not have led from ace, knave. If your right-hand adversary afterwards returns the suit through you, you should put on the ten in order to save your partner's ace.

The Third Hand

On the first round of a suit, you should generally

8. PLAY YOUR HIGHEST CARD THIRD HAND,

in order to strengthen your partner. You presume that he leads from his strong suit, and wants to have the winning cards of it out of his way; you, therefore, do not finesse, but play your highest, remembering that you play the lowest of a sequence.

With ace, queen (and, of course, ace, queen, knave, etc., in sequence) you do finesse, for, in this case, the finesse cannot be left to your partner. In trumps you may finesse ace, knave, if an honour is turned up to your right. Some players finesse knave with king, knave, etc.; but it is contrary to principle to finesse in your partner's strong suit.

If your partner leads a high card originally, you assume it is led from one of the combinations given in the Analysis of Leads, and your play third hand must be guided by a consideration of the combination led from. With ace, you pass queen led; you are then in much the same position as though a small card were led, and you finessed with ace, queen.

Knave, led originally, is from king, queen, knave, etc. (Some players lead knave from knave, ten, nine, etc.) In either case, if you hold ace with one small card, play the ace; with more than one small card, pass. If your only honour is the king, you should pass knave led. For, the second hand, having passed, you assume ace to be to your left (p. 104). Should the queen be there also, you waste the king by covering; and if queen is to your right, the knave forces the ace.

Ten is led originally from king, knave, ten, etc. If you hold ace, put it on; but if you hold queen, pass. The same applies to nine led originally. Holding ace, queen, and two small, pass unless you want the lead (for the play with ace, queen, and one small, or ace, queen only, *see* p. 120).

If your partner opens a suit, late in a hand, with a high card, your play, third hand, will depend on your judgment of the character of the lead. If it is probable that your partner has led from a weak suit, you will often be right to finesse king, knave, etc., or to pass his card altogether, so as not to give up the entire command of the suit. Thus, if ten is led and you hold ace, knave, etc., it is clear that the card led is the highest your partner holds in the suit. You therefore pass, and unless both king and queen are to your left, you remain with the tenace. Similar re-

marks apply to a forced lead of knave, when you hold ace, ten, etc. If you have considerable strength in a suit in which a strengthening card is led, you must be guided by your strength in trumps. Thus, your partner leads knave from a weak suit, and you hold ace, king, and small ones. You may, as a rule, pass the knave if you are strong in trumps, but not if weak.

On the second round of a suit, if you (third player) hold the best and third-best cards, and you have no indication as to the position of the intermediate card, your play should again depend on your strength in trumps. If weak in trumps secure the trick at once; if strong in trumps, and especially if strong enough to lead a trump (*see* Management of Trumps), should the finesse succeed, it is generally right to make it. If you hold second and fourth-best, you may nearly always finesse; for you conclude that the winning card is over you in the fourth hand, since your partner has not led it, and the second player has not put it on. If the third-best lies over you also, you cannot prevent the tenace from making, and your only chance, therefore, is to finesse. Thus, you lead a small card from queen, ten, and two small ones; your partner wins the first trick with the king, and returns a small one. The ace is certainly to your left; you therefore finesse the ten, for if your

left-hand adversary holds ace and knave he must make them both; but, otherwise, your ten forces the ace, and you are left with the best. In trumps, the winning card is often held up by the adversary, but you must submit to this contingency, and generally finesse.

It is of no use to finesse against your right-hand adversary in a suit in which he has shown weakness. For instance, if the second hand has none of the suit led, and does not trump it, you (third hand) should not finesse a major tenace (*i. e.*, the best and third-best cards). This often occurs in the second or third round of a suit; also, if your partner (third player) has won a trick very cheaply, and the suit is returned, it is rarely of any use to finesse if you have the winning card.

In some few positions, however, it is necessary to finesse, even if the second player holds nothing. Thus, your partner leads a knave, and the second hand renounces (*i. e.*, does not follow suit); if you (third player) hold king, it is useless to cover, as ace, queen in the fourth hand must make. Again, you have king, and two small trumps; your partner leads a small one; the second hand renounces. If you want one trick to win or save the game, you (third player) play a small trump, when the fourth player will be obliged to lead up to your king guarded.

The state of the game and of the score will often direct as to a finesse late in a hand. Thus, if you hold a winning card, and want one trick to save or win the game, of course you should not run any risk. A finesse against even one card is generally wrong, if by playing otherwise, you prevent the adversary from scoring three or five. A finesse is almost always bad, if by not finessing you insure the odd trick, as that makes a difference of two to the score. In the opposite case, a finesse is generally right (sometimes even against more than one card), if its success gives you the odd trick, or puts you at the score of three or five.

The considerations as to finessing and the course of play generally, that come in as the hand proceeds, are so complicated, and depend so much on inferences from previous play, and on the state of the score, that only broad rules with examples can be given. Illustrations of the conduct of the hand at advanced periods will be found in Sections 17 and 18 (pp. 160–186).

The Fourth Hand

The fourth player having, with a few exceptions, merely to win the trick, if against him, his play involves no further development of general principles.

The exceptional cases where the fourth hand should not win the trick though he can, or should win his partner's trick in order to get the lead, depend so much on the previous fall of the cards, that they can best be illustrated in actual play.

Note.—The general rule for fourth-hand play is to take all the tricks against you that you can, and as cheaply as possible. It is sometimes an advantage, however, not to take the trick, as when it is desirable to throw the lead in one of your opponent's hands, or where it is seen to be possible to take two tricks in place of one. Such exceptional cases, however, are rare, and it requires a player of long experience to detect them.

The Command of Suits

In the foregoing chapters it has been incidentally stated that you should

9. KEEP THE COMMAND OF YOUR ADVERSARY'S SUIT; and
10. GET RID OF THE COMMAND OF YOUR PARTNER'S SUIT

The reasons will be obvious to those who are familiar with the previous pages; in the first case, you obstruct the adversaries' suits, and prevent their establishing them; in the second case you assist in clearing the suit for your partner.

Thus, with ace and queen only of a suit led by your partner, if you win with the queen, play out the ace at once; but if the suit is led by your adversary, keep the ace in your hand. If you play out the winning card of the opponent's suit in hopes of trumping the next round, you do just what the adversaries want by playing their game for them; the lead of the ace may afford them valuable assistance in establishing their suit, and in bringing it in after trumps are out.

Though the advantage of getting rid of the command of a suit, in which your partner has declared strength, is recognized theoretically, the application of the principle of *unblocking* is much neglected in practice.

When you hold five or more of your partner's suit, there is no need to attempt to unblock, as you are presumably as strong as, or stronger than, he is.

When you hold four cards exactly of a plain suit, of which your partner leads originally ace, queen, knave, ten, or nine, you should retain your lowest card on the first and second rounds. For example: —Ace is led. You (third hand) hold king, queen, knave, and one small card of the suit. The lead must be from at least five cards. If you play the small card to the ace, you effectually block the suit. You should play the knave, and on the second round the queen, even if the second hand trumps.

Similar unblocking tactics should be employed with any four cards in plain suits; the trump suit cannot be blocked.

Occasional loss of a trick may result; but the risk is slight, and is more than compensated for by the tricks won in consequence of unblocking.

The king is not included as a high card for unblocking purposes, the lead being from four cards (*see* Analysis of Leads).

Your partner should be careful to distinguish between unblocking and calling for trumps (*see* Management of Trumps). If you play on the second round a higher card than you played on the first, and on the third round a lower card, you have not completed a call. For instance:—A leads ace; B (third hand) holds king, ten, nine, two, and begins to unblock by playing nine. A then leads queen. B must play ten, to avoid completing a call, notwithstanding that he now knows the lead to have been from four cards only (*see* Analysis of Leads). If on the third round B plays the two, he has not called for trumps. The inference is that he had four of the suit originally, and abandons unblocking tactics on the third round, as he finds perseverance useless.

If you wish to call and to unblock at the same time, you must play the two middle cards in reverse order. Thus, in the above example, if B plays ten to the first trick and nine to the second, he has called and unblocked.

When you have begun to unblock on the first round, and the suit is discontinued, and you obtain the lead and desire to return your partner's suit, you must return your highest card, notwithstanding that you had four originally (*see* Section 5). If you return the lowest, you undo all you have already done, and complete a call for trumps.

Thus:—A leads queen originally; B, holding nine, eight, seven, two, plays the seven. The trick is won adversely. B obtains the lead in another suit. If he now returns his partner's lead, he should return the nine.

If you have begun to unblock on the first round of a suit, and the suit is discontinued, and you have subsequently to discard from that suit, you must discard your middle card, or you undo all you have already done, and complete a call for trumps.

It will not often happen that a suit will be brought in by following the unblocking rule with four in hand exactly, when the suit would not equally have been brought in independently of the rule. But there is a collateral advantage in playing as advised—viz., that the unblocking rule frequently enables your partner to count your hand, as the following examples will show:—A leads ace; Y plays seven; B (holding nine, four, three, two) plays three; Z plays eight. On the second round, A leads knave; Y plays king; B plays four; Z plays ten. Y now leads another plain suit, so he is not calling for trumps. A notes the absence of the deuce in two rounds of his suit; he can therefore count nine and two in B's hand. He knows his suit is established, and that if he leads it again before trumps are out, one adversary will trump and the other will discard.

This knowledge he could not have obtained if B had played the two and the three. Again:—A leads knave; Y plays ace; B (holding nine, six, five, two) plays five; Z plays three. When A next has the lead, he continues with the king of his suit; Y trumps; B plays six; Z plays four. It is possible that Z may have refused to complete a call for trumps; but otherwise, B can be counted to remain with deuce and one other, and A knows that his suit is established. This A could not tell if B had played the two and the five.

When you hold less than four cards of a suit of which your partner leads a high one originally, the unblocking rule with four cards does not apply; but you should be prepared to unblock in certain cases. Thus:—A's original plain suit lead is ace, then nine. On the second round, Y plays king. B had originally queen and two small. He should play queen to the king, as A is marked with knave, ten, and at least one small. A should not hastily conclude from this play that B has no more of the suit. Again:—A leads queen of a plain suit from queen, knave, ten, etc. B holds ace, king, and one small. He unblocks by playing the king. This play is only sound if it is absolutely certain that A is a player who always opens the game with his strongest suit. Or:—A leads king or queen originally. If B holds ace,

knave only, he unblocks by playing ace and returning knave. With ace, knave, and one small, B should pass the first round. On the second round, if king was led, the lead was from four cards, and B should generally play knave, notwithstanding that he blocks the suit. But, if queen was led, a lead from more than four cards is developed, and, on the second round, B should play ace. And again:—A leads knave originally. If B holds ace and one small, he should play ace. If B holds ace and two small, he should pass the knave, and play ace on the second round. By deferring the unblocking, the third hand conveys the valuable information to his partner that he still holds a small card, together with the ace. In trumps, you should pass the second round, unless desirous of placing the lead in your partner's hand after the third round, as the trump suit cannot be blocked.

If ten or nine is led originally, and you (third hand) hold ace, queen only, you play ace and return queen, and are marked with no more. If you hold ace, queen, and one small, you play queen and return ace.

Similarly, if nine is led, and you hold king, knave only, you play king and return knave, not to unblock, but to show no more of the suit. If you play knave and return king, you remain with one more, as in the case of ace, queen, and one small.

You help your partner to get rid of the command of your suit by leading the lowest of a sequence, notwithstanding that it heads your suit, when you want him to win your card if he can. For this reason you lead knave from king, queen, knave, five in suit; ace, knave from ace, queen, knave, and at least two small cards. In the last case, if your partner has king, whether he should put it on your knave, or not, depends on how many small cards of the suit he holds. If, when you lead knave, he remains with king and one small one, he should win the knave with the king; but if he has king and two small ones remaining, he should pass the knave as explained in the previous examples. Again, suppose you are left with knave, ten, and others of a suit, of which your partner can only have king and another (ace and queen being out), though it is uncertain whether he does hold the king. You would cause him to get rid of the king by leading the ten; whereas, if you led the knave, he probably would not part with the king.

Experienced players frequently endeavour to obtain the entire command of a suit (*i. e.*, to keep a sufficient number of winning or commanding cards in it to make every trick), by *underplaying*. Underplay is keeping up the winning card, generally in the second round of a suit, by leading a low card, though holding the best.

Thus, suppose a small trump is led, and you (fourth player) hold ace, knave, and two small ones, and you win with one of the small ones. If, at a later period of the hand, you return a small trump, you will very likely cause your left-hand adversary to believe that your partner has the ace; consequently, if your left-hand adversary has the king, he may not put it on; your partner will win the second round with the queen, and you will retain the command of the trump suit.

Underplay is an extempore stratagem depending on observation of the previous fall of the cards, and, therefore, best capable of explanation by examples. Thus: A, finding his partner strong in trumps, leads the seven. The king is put on by Y (second hand), which B (third hand) wins, holding ace, queen, ten, nine, eight. It is evident to B that A's seven was his highest trump, as the only higher one in is the knave, and A would never lead the seven from knave, seven. The king having been put on second hand, B concludes that Y, in all probability, holds at most one small trump more. The knave is, to a moral certainty, in Z's hand. B, by leading the eight on the second round, will probably win the trick, and unless Z had four trumps originally, will catch the knave with the queen on the third round.

Players should be on their guard against this

manœuvre, particularly when second hand, in the second round of a suit, they hold the second-best card guarded, and the adversary has been playing a strong game (as by leading trumps), and is left with the long trump, or is certain to be able to obtain the lead again. Then it is often right for the second hand to play a singly-guarded second-best card, especially if that is the only chance of making it. In the case stated in the previous paragraph, Z's only chance of making the knave, if singly guarded, is to put it on second hand. For, if the queen with small ones is in A's hand, A is sure to finesse on the return of the suit by his partner. Again, take this case: A leads the six of diamonds; Y, with knave, ten, and a small one, puts on the ten; B plays the king, and Z wins it with the ace. Presently, A obtains the lead again, and leads the eight of diamonds. A, having led the lowest of his suit in the first round, it may be inferred that he has led from a strong suit —headed in this case by the queen—and that he is underplaying with, probably, queen and nine in his hand. Y should observe this, and in the second round should win the eight with the knave.

Refusing to play the winning card on the first and second rounds of a suit—commonly called *holding up*—is, in fact, a species of underplay. For example:—1. Trumps are led by the player to your left;

the third hand wins with the ace, and returns the suit through you. If you have king and one or more small ones remaining, you should play a small one, unless the circumstances of the hand are such that you deem it advantageous to stop the trump lead. The original trump leader, not knowing but that the king is in your partner's hand, will probably finesse, and your partner thus has a chance of making the third-best trump, even though unguarded. If your partner has neither second nor third best trump, no harm is done, as you will then probably make but one trick in the suit, however you play. 2. Again, ten tricks are played, and each player is left with three cards of a suit not opened. If the second player puts on the queen (from which it may be inferred that he holds the king also), the third hand should not cover with the ace. For, by winning the trick, he must lead up to king guarded; but, by passing it, he leaves the lead with the second player, and takes the best chance of making two tricks.

DISCARDING

When you cannot follow suit, you should

11. DISCARD FROM YOUR WEAKEST SUIT

You weaken a suit by discarding from it, and lessen the number of long cards you might otherwise establish and bring in (*i. e.*, make tricks with if trumps are out, and you obtain the lead after the establishment of your suit). On the other hand, you do but little harm by throwing from a suit in which you are already weak. Your partner should understand that your first or *original discard* is from your *weakest suit*, just as he understands that your original lead is from your strongest suit.

But, as in the case of leads, you are sometimes obliged to lead from a weak suit, or to make a forced lead, so sometimes you have to make a *forced discard.* Forced discards require separate consideration.

It is clear, if the opponents declare great strength in trumps (by leading trumps or asking for them, as will be fully explained in Section 13), that your chance of bringing in a suit is practically *nil.* You should therefore, in such cases, abandon the tactics

you would otherwise adopt, and play to guard your weaker suits, by discarding from your best protected suit, which is generally your longest suit. You must, in fact, play a defensive game.

If this system of discarding is comprehended by the two players who are partners, it follows, as a matter of course, that *when trumps are not declared against you, your partner will assume you are weak in the suit you first discard;* but, *when trumps are declared against you, he will give you credit for strength in the suit from which you originally throw away.* This is most important, as it affects his subsequent leads. In the first case, he will refrain from leading the suit from which you have discarded; in the second, he will, unless he has a very strong suit of his own, select for his lead the suit in which you have shown strength by your discard.

It is commonly said, "Discard from your strong suit when the adversary leads or calls for trumps." But this a very imperfect and misleading aphorism. If you have no indications from the play, and are obliged to discard to an adverse trump lead or call, you should discard from your best protected suit. But, if you have, or if the fall of the cards shows that your partner has, sufficient strength in trumps to outlast the adversary, the discard should be from the weak suit. Thus: Y, second player, calls for

trumps (*see* p. 149), and B, third player, also calls. The discards of A and Z should be from their weak suits. For though, on the one hand, great strength in trumps is declared against them, on the other hand great strength is also declared with them. Again: Z deals and turns up nine of clubs. A (the original leader) leads a small club; Y follows suit; B puts on ace; Z plays king. This shows that Z has a sequence of queen, knave, ten, nine of trumps; and therefore that, though A has led a trump, he has anything but the command of the suit. B returns the trump; Z wins; Y has no more trumps. His discard should be from his weakest suit. The following case is less easy:—The adversary (A) leads a tierce major in trumps, eleven trumps come out, and your partner (Y) must have knave of trumps to save the game. You now credit your partner with the command of trumps, though the adversary has led them; and if either you (Z) or your partner (Y) has to discard, the discard should be from the weakest suit. Similar remarks apply if a strengthening trump is led by an adversary from weak trumps and good cards in plain suits.

It must be borne in mind that it is only your original discard which is directive. Having once discarded, you cannot undo your work by any number of discards from another suit. Also, having once

led a suit, you have declared strength in it; and subsequent discards from that suit do not alter the fact that it was originally your strongest suit.

It is dangerous to unguard an honour, or to blank an ace; and, also, to discard a single card when the game is in an undeveloped stage, as it exposes your weakness almost as soon as the suit is led. But, when you see that there is a probability of strength in trumps on your side, direct your partner to your strong suit by all the means in your power, and unhesitatingly unguard an honour, or throw a single card. Of course, if strength in trumps is against you, these are the very last cards you should think of throwing away.

When your left-hand adversary will have the lead next round, if you discard from a suit in which you hold a tenace, you may possibly induce him to lead that suit up to you. You must be on your guard against this ruse, and not necessarily lead up to the discard of your right-hand opponent.

The same principle applies to trumping as to discarding. The weaker you are in trumps, the better it is for you to make a little one by trumping, as will be further explained in Section 14.

The Conversation of the Game

12. Afford Information by Your Play

It has several times been assumed in the preceding pages that you should convey information by your play. The question naturally arises, *How is it that a player gains any advantage by publishing information to the table?* It is often argued, and with much show of reason, that as almost every revelation concerning your hand must be given to the whole table, and that as you have two adversaries and only one partner, you publish information at a disadvantage. No doubt this argument would have considerable force if you were compelled to expose the whole of your hand. But you possess the power, to a great extent, of selecting what facts shall be announced and what concealed.

Experienced players are unanimous in admitting that it is an advantage to inform your partner of strength in your own suits, though some advise concealment of strength in suits in which the adversaries have shown strength. Thus, with ace, king, second hand, the usual play is to put on the king. The third hand does not win the king, and hence the leader is

able to infer that the ace of his strong suit is against him. But, if you put on the ace second hand, you prevent the leader from discovering where the king of his suit lies. It is, however, found that two honours in the adversary's suit constitute sufficient strength to make it advantageous in the long run to proclaim your force; while, with less strength, it is not easy to mystify the opponents prejudicially; so that, on the whole, it seldom happens that a balance of gain results from the adoption of deceptive play.

Occasionally, however, a false card may be played with a special object. For instance: ace is turned up to your right, and, when the dealer gets in, he leads a small trump. If you, second hand, have king, queen only, you would be justified in playing the king in hopes of inducing the trump leader to finesse on the return of the suit. Or, take this case: your left-hand adversary leads originally the five of his strong suit, from king, ten, seven, five. Your partner plays the six; third hand plays ace. You, holding queen, knave, nine, eight, four, three, play the three. Your right-hand opponent now leads trumps; all the trumps come out. The player to your right next returns the deuce of his partner's suit. The original lead being from a four-card suit, king, ten, seven, remain in the leader's hand. If you play knave, the original leader will place queen in your hand, and

will hesitate to go on with the suit. But, if you play queen, he will put knave and at least one small one in his partner's hand. Then if, under this impression, he continues the suit, you bring it in.

It is in most cases unquestionably disadvantageous to you that the whole table should be aware of your being very weak in a particular suit, and, consequently, information of weakness should be withheld as long as possible. If you are led up to fourth hand in such a suit, or if your partner opens the suit with a small card, of course the disclosure is inevitable; but until one of these events happens your poverty can generally be kept out of sight. It may happen that you are occasionally forced to lead a weak suit yourself; and in this event the least disadvantage, on the whole, is to tell the truth at once, by first leading the highest of it. Your partner, apprised of the state of your hand by the fall of your smaller card on the subsequent round, will probably deem it prudent to strive by defensive tactics to avert total defeat in that suit, rather than to contend single-handed against the combined strength of the opponents. But, at critical points of the game, it is often right to conceal weakness. Thus, toward the end of a hand, it is necessary that your partner should make a couple of tricks in an unopened suit, of which you hold two or three little cards. You should lead the

lowest. If you lead the highest, the adversaries will suspect your weakness at once, and will be sure of it on the second round. Their efforts will then be directed to preventing your partner from making the required tricks in that suit. Your left-hand adversary will not finesse; and if your partner is led through, your right-hand adversary merely covers, or plays the lowest card he has, higher than the one you first led.

When your partner has exhibited weakness in one or more suits, you would frequently be justified in playing a false card. You are driven to rely solely on yourself, and are entitled to adopt every artifice your ingenuity can suggest in order to perplex the other side. The consideration that you may mislead your partner will no longer influence you, as you know him to be powerless for good or for evil.

You inform your partner by following the recognized practice of the game, *e.g.*, by leading as advised in the Analysis of Leads; by playing your lowest card when not attempting to win the trick; and so forth. If you adhere to this, you will soon acquire a reputation for playing a straightforward intelligible game; and this character alone will counterbalance the disadvantage which will sometimes attach to the fact that you have enabled the adversaries to read your hand. If your partner knows that you play at

random and without method, he will be in a state of constant uncertainty; and you almost preclude him from executing any of the finer strokes of play, the opportunities for which generally arise from being able to infer with confidence the position of particular cards. The extreme case of two skilled players against two unskilled ones amounts almost to this, that toward the close of a hand the former have the same advantage as though they had seen each other's cards, while the latter have not.

It follows that when you are unfortunately tied to an untaught partner, especially if at the same time you are pitted against observant adversaries, you should expose your hand as little as possible, particularly in respect of minor details.

It will become apparent, on consideration, that the question of the advisability of affording information is more or less intimately connected with every card that is played. It is, therefore, of extreme importance to ascertain whether the practice is advantageous or the reverse. The arguments just adduced are doubtless in favour of the practice of affording information by the play; but it must be admitted that by far the strongest authority for it is that experienced players, by their settled opinions, reject the opposite course.

The instructed player frequently selects one card

in preference to another with the *sole* object of affording information. When the principle is carried thus far, the play becomes purely conventional. For example: you naturally win a trick as cheaply as possible; if, fourth hand, you could win with a ten, you would not waste an ace. But suppose you hold knave and ten, which card should then be played? The knave and ten in one hand are of equal value, and therefore to win with the knave would be no unnecessary sacrifice of strength. Nevertheless, you extend to such cases the rule of winning as cheaply as possible, and you play the ten for the mere purpose of conveying information. This is a simple instance of pure convention. Again: the system of returning the higher of two losing cards (*see* pp. 95–6) when they are both small cards, is purely conventional. To take another case: after two rounds of your four-card suit, you are left with two losing cards, say the six and the seven, and you, having the lead, are about to continue the suit; you should lead the six, not the seven, in accordance with the rule that you lead the lowest card of a suit, except with commanding strength. This being the convention, if you lead the seven, your partner will infer that you cannot hold the six, and will suppose that you led from a three-card suit, in consequence of exceptional circumstances; if he is a good player he will

miscount all the hands, probably to your mutual discomfiture.

Whist conventions, it will be observed, are in accordance with, and are suggested by, principle. Indeed, all the established conventions of the game are so chosen as to harmonize with play that would naturally be adopted independently of convention. The aggregation of the recognized rules of play, including the established conventions, constitutes what in practice is called the Conversation of the Game of Whist.

It must not be overlooked that unsound players often deceive unintentionally, and all players sometimes with intention. It is, therefore, necessary to be on your guard against drawing inferences too rigidly.

There are some ways of conveying information which have not been explained. For example:—If you have the complete command of a suit, you can publish the fact by discarding the highest of it; the presumption being that you would never throw away a winning card with a losing one in your hand. If you discard a second-best card of a suit of which your partner does not know you to hold a long sequence, you ought to have no more of the suit, for with the best also you would discard that, and with a smaller one you would discard that. By winning

with the highest and returning the lowest of a sequence (more especially fourth hand), you show that you have the intermediate cards. Thus, with ace, king, queen, fourth hand, if you desire to continue the suit, and at the same time to show that you still remain with the winning card, you would win with the ace and return the queen. Again, as long as you keep the turn-up card in hand, your partner knows where it is; so, having turned up a nine and holding the ten, trump with the ten in preference. This rule, however, is liable to exceptions. With very small trumps, of equal value, trumping with the higher card may be mistaken for an exhibition of four or five trumps; also, if you are weak in trumps, and the adversaries have shown strength in them, it is not advisable to keep the turn-up card; for, if the adversaries know you have it in your hand, they will draw it, whereas, if you play it, they may be uncertain as to your holding another. If you open a suit of ace, king only, it must be a forced lead, to which you would only resort at a late period of the hand. You then adopt the rule of leading the highest of a numerically weak suit, and first lead the ace. This shows your partner (unless you have already been forced, when you lead the ace before king for other reasons), that you have no more of the suit. Also, by leading the lowest of a head sequence of winning

trumps, you convey information. Thus, you lead a small trump, partner plays queen, won with king. You remain with ace, knave, ten. On obtaining the lead, you continue with the ten, and when it wins, you have shown two by honours (unless ace is held up, which is unlikely). If you continue with ace, as in plain suits, your partner can tell nothing about the knave and ten. You may pursue the same method in plain suits when your partner has no more trumps, and with any head sequence when you want him to win the trick, or are sure he cannot, and also when the fourth hand has already renounced in the suit led.

A most valuable mode of conveying very precise information of strength is within the reach of those who adopt the mode of leading advised at pp. 78–86. As some of these leads have been questioned, it may be stated that, in the opinion of the Author, they are advantageous when played by partners comprehending them, and that they form a system in harmony with established principles.

With regard to this system as applied to leading a high card of your strong suit after a high card, no one disputes the advantage of leading ace, then queen, from ace, queen, knave, and one small card: and of leading ace, then knave, from ace, queen, knave, and more than one small card. In the case

of the four-card suit, you select the higher card to tell your partner not to play the king, as you have not sufficient numerical power to defend the suit single-handed. In the case of a suit of more than four cards, you select the lower card that your partner may not retain the command of your suit, and may play the king, should he happen to have held king and two small ones originally. For a similar reason, it is obvious that with queen, knave, ten, and one small card, you should follow queen with knave; with queen, knave, ten, and more than one small card, you should follow queen with ten.

Now, here is a germ of a principle of play. Holding two high indifferent cards, and only four of your suit, your second lead is the higher card; holding more than four, your second lead is the lower card.

For the sake of uniformity, you should pursue the same plan in all cases where, after your first lead, you remain with two high indifferent cards. Thus, your original lead is a ten, from king, knave, ten, and one or more small cards. The queen is played to your ten. You have the lead again, and it is immaterial, so far as establishing the suit is concerned, whether you proceed with the king or with the knave. But, if your practice is uniform, and in accordance with the practice which obtains in the case

of ace, queen, knave, and of queen, knave, ten, you can inform your partner whether you led from a suit of four cards or of more than four cards. If you continue with the king, the higher of two indifferent cards, you led from king, knave, ten, and one small card; if you continue with the knave, the lower of two indifferent cards, you led from king, knave, ten, and more than one small card.

With regard to the system, as applied to opening your strong suit with a low card, those who have already adopted the *penultimate lead* from suits of five cards, will have no difficulty in again discovering the germ of a principle of play. The fourth-best card of your suit is led from suits of four cards, and from suits of five cards.

You have only to apply the same rule to suits of more than five cards, and to lead your fourth-best card. You then pursue a uniform practice, and at the same time convey information which may be very useful.

As an illustration, take this suit—queen, ten, nine, eight. You lead the eight. Now suppose your suit to be queen, ten, nine, eight, three. You still lead the eight. Now add one more card. Your suit is queen, ten, nine, eight, three, two. You should still lead the eight. No doubt, a careful player would lead the eight, as a card of protection, even if system-

atic leads had never been thought of. With lower cards, such as queen, nine, eight, seven, three, two, it is possible a careful player might lead the seven; and with still lower cards, where is he to stop? The knot is cut by the very simple and uniform rule of leading the fourth-best, without reference to the possibility of its being a card of protection.

The more the system of leading, developed at pp. 78–86, is examined, the more thorough it will be found. Care, however, must be taken, with leads late in a hand, not to confuse a fourth-best lead with a forced lead of the highest card of a weak suit. The fourth-best rule only applies, in its integrity, to the original lead,—or after one or more tricks have been played, to the original lead of the player's own choice. Also, it may be, that the leader, with very strong cards in all plain suits, starts by leading a strengthening trump. The uncertainty of the real character of the lead, in this case, is no doubt unfavourable; but the advantage of frequently being able to give information of great numerical strength far outweighs this occasional danger.

When you are forced, and proceed to lead high trumps, the cards led should indicate how many trumps you now hold (not how many you held originally). If you proceed to lead a low trump, it should be the fourth-best of those remaining in hand

after trumping with your lowest. It may be that you deem it right to lead a low trump after being forced, when you have but three remaining. Such a lead can only be called for owing to the state of the score, or to the previous fall of the cards. Under such circumstances, your partner should not necessarily credit you with four trumps after being forced, because you led your lowest. If you take a force when you have five trumps, and do not intend to lead a trump after the force, you should generally trump with your fourth-best. When your lowest is afterwards played, it indicates five trumps originally, and does not constitute a call for trumps (*see* p. 150).

The modern system of leading should be abandoned when an opponent has shown such strength in trumps, that it is not advisable for you to let him count your hand precisely. This is a matter of judgment, for which no rule can be laid down.

TRUMPS

THE MANAGEMENT OF TRUMPS

The Management of Trumps is, perhaps, the most difficult of the problems presented to the Whist-player. Before discussing the special uses of trumps, it may be observed that in some few hands trumps are led like plain suits, because they are your strongest suit, and you prefer leading them to opening a weak suit. The principles already discussed, which guide us to the most favourable chances for making tricks in a suit, apply to trumps equally with other suits. The privilege, however, enjoyed by the trump suit of winning every other, causes some modifications of detail (noticed at pp. 78–86, and at pp. 101–105); for, since the winning trumps *must* make tricks, you play a more backward game in the trump suit. Thus with ace, king, and small trumps, you lead a small one, by which you obtain an increased chance of making tricks in the suit, and you keep the command of it, and must have the lead after the third round, the advantage of which will be presently explained. Even if your partner is so weak in trumps that the opponent wins the first trick very

cheaply, but little (if any) harm accrues; for the opponent then has to open a suit up to you or your partner.

In the great majority of hands, trumps are applied to their special uses, viz.: 1. To disarm the opponents, and to prevent their trumping your winning cards; and, 2. To trump the winning cards of the adversaries. In order to comprehend when trumps may be most profitably applied to the first, and when to the second, of these uses, we must first clearly perceive the objects aimed at throughout the hand, viz.: to establish a suit, to exhaust the adversaries' trumps, and to retain the long trump, or a certain winning card with which to get the lead again, for the purpose of bringing in the suit; also to endeavour to obstruct similar designs of the opponents. It follows that you should

13. LEAD TRUMPS WHEN VERY STRONG IN THEM

It cannot be too strongly impressed that *the primary use of strength in trumps is to draw the adversaries' trumps for the bringing in of your own or your partner's long suit.* With great strength in trumps (five or more), you may proceed at once to disarm the opponents, and lead trumps without waiting to establish a suit. For, with five trumps or more, the chance of your succeeding in drawing the other trumps, and

of being left with the long trumps is so considerable that you may then almost always lead trumps, whatever your other cards. The exceptional hands are principally those which contain five trumps without an honour, and five small cards of a plain suit; or five trumps without an honour, and four middling cards of one plain suit, together with four bad cards of another plain suit. But if the adversaries are at the score of three, you should lead a trump with these hands, as your partner must have two honours, or very good cards out of trumps, for you to save the game.

If you are at the score of three, the adversaries being love, one, or two, you should not lead a trump merely because you have five trumps with two honours, if they are unaccompanied by a very strong suit, or by good cards in each suit. For here, if your partner has an honour, you probably win the game in any case; and if he has no honour you open the trump suit to a disadvantage. Some good players, however, do not allow this to be an exceptional case. The turn-up card may sometimes cause you to refrain from leading trumps from five. Thus: you have king, ten, nine, six, and four of spades (trumps); ace, queen, and three small diamonds; and three small hearts. You are four, and the ace of spades is turned up. In the opinion of most players, the ace

of diamonds is the best original lead; but, if an ace were not turned up, you should lead a trump.

It is often said, even by pretty good players, "Strength in trumps is no reason for leading them, unless you have a good suit as well." If both you and your partner are devoid of good cards you cannot make tricks; but should your partner hold one good suit out of three, you will very likely bring it in for him by leading from strength in trumps. For, even if you have a poor hand out of trumps, you will discover in the course of play (*i. e.*, by the suits led or discarded by the other players), what your partner's suit is, and will be able to lead it to him each time you get the lead with your long trumps. Besides, if your hand is weak out of trumps, you are placed in the disadvantageous position of leading from a weak suit unless you lead trumps.

You should not be deterred from leading trumps because an honour is turned up to your right, nor necessarily lead them because the same happens to your left; either is proper if the circumstances of the hand require it, but neither otherwise. To illustrate this proposition, take this hand: ace, queen, and three small spades (trumps), three small hearts, three small clubs, and two small diamonds. The king of spades is turned up fourth hand. The best lead is disputed; but the Author has no hesitation

in advising the lead of a small trump, notwithstanding that there is a certain finesse over the king. A little consideration will render this apparent. By leading the trump suit originally you obtain the advantages just enumerated and make the dealer open a suit up to your partner. Your partner, as soon as he has the lead, will return the trump, and you thus obtain the command of trumps whether the king was forced out in the first round or not.

Bearing in mind the severe consequences of leaving the adversary with the long trump, you must be cautious in leading trumps from less than five; four trumps and a moderate hand not justifying an original trump lead. You should, instead, lead your strong plain suit, and if you establish it, and the adversaries do not meantime show any great strength, as by leading or calling for trumps (pp. 149–152), you may then, with four trumps, mostly venture a trump lead. With strength in trumps you may generally finesse more freely in the second and third rounds of trumps than you would in plain suits. In plain suits an unsuccessful finesse may result in the best card being afterwards trumped, which cannot happen in trumps. Moreover, by finessing, you keep the winning trump, and so obtain the lead after the third round. This is especially important when you have a suit established and but

four trumps. Here you should, generally, not merely finesse in the second round, but hold up the winning trump, and sometimes at this juncture refuse to part with it even if the trump lead comes from the adversary.

An example will render this more clear. The leader (A) has ace, and three small trumps, a strong suit, headed by ace, king, queen, and a probable trick, say king and another, in a third suit. A should, in the writer's judgment, lead a trump. If B (A's partner) wins the first trick in trumps, and returns a strengthening trump, A, as a rule, should not part with his ace. When A or B obtain the lead again they play a third round of trumps, which, being won by the ace, enables A, by leading his tierce major, to get a force (*i. e.*, to compel one of his adversaries to trump in order to win the trick), in which case nothing short of five trumps in one hand against him can prevent A's bringing in his suit. You must be prepared for similar tactics on the part of the adversaries, and not conclude that they have not the best trump because they suffer you to win the first or second round.

With a well protected hand containing four trumps, two being honours, a trump may be led originally. For here the chance of gaining by the trump lead may be taken as greater than the chance

of losing. Thus with queen, knave, and two small trumps, a four suit with an honour, say, for example, knave, ten, nine, and a small one, king guarded in the third suit and queen guarded in the fourth, a small trump, if it finds partner with an honour, is by no means unlikely to win the game. If partner turns out very weak in trumps the leader must alter his plan, and, instead of continuing the trump lead, play to make three, five, or seven tricks according to the fall of the cards in plain suits.

Trump leads, without strength in trumps, can only be right in consequence of some special circumstance in the state of the game or of the score. For instance, great commanding strength in all the plain suits may call for a trump lead; or it may be necessitated to stop a *cross-ruff* (*i. e.*, the alternate trumping by partners of different suits, each leading the suit in which the other renounces), in which case it is generally advisable to take out two rounds if possible; so with the winning trump you play it out, whatever your others are. Again, if you have a wretched hand, and you are love to three or four, you assume that the game is lost, unless your partner is very strong; and if he *is* very strong, the trump is the best lead for him. This doctrine is frequently carried to excess, as, by concealing your weakness, you often stand a better chance of saving

a point, if not the game, than by at once exposing it. If, therefore, you have one four suit, headed by an honour, you would generally do better to choose that.

The trump lead is so much more important than any other that you should almost always return your partner's lead of trumps *immediately*, except he has led from weakness, when you are not bound to return it unless it suits your hand.

If you find one of the adversaries without a trump, you should mostly proceed to establish your long suit, and abstain from drawing two trumps for one; to say nothing of the probability that the adversary who has not renounced is unusually strong in trumps. Besides, when he has the lead, he will very likely lead trumps in order to draw two for one; and it is more advantageous to you that the lead should come from him. On the other hand, if your partner has no trump, it is often right to endeavour to weaken the adversaries by continuing even their trump lead.

It is a common artifice, if you wish a trump to be led, to drop a high card to the adversary's lead, to induce him to believe that you will trump it next round, whereupon the leader will very likely change the suit, and perhaps lead trumps. Thus, if he leads king (from ace, king, and others), and you hold queen and one other, it is evident that you cannot

make the queen. If you throw the queen to his king, he may lead a trump to prevent your trumping his ace; but if he goes on with the suit, and you drop your small card, it may fairly be inferred that you have been endeavoring to persuade him to lead a trump. Your partner should now take the hint, and, if he obtains the lead, lead trumps; for if you want them led, it is of little consequence from whom the lead comes. By a conventional extension of this system to lower cards it is understood that, whenever you throw away an *unnecessarily* high card, it is a sign (after the smaller card drops) that you want trumps led. This is called *asking for trumps* or *calling for trumps.*

When you ask for trumps you command your partner to abandon his own game, and to lead a trump; and you promise him, in return, if he has reasonably good cards, either to win the game or to make a considerable score. It has been laid down that the minimum strength in trumps which justifies you in issuing such an order to your partner is four trumps, two being honours, or five trumps, one being an honour, acccompanied by such cards in your own or your partner's suits that you are reasonably secure of not having a suit brought in against you. This rule, however, only applies to an *original* ask. If you have had the lead, and have not led a trump, or

if you have had an opportunity of asking, and have not asked, and you then ask for trumps at a later period of the hand, the ask is not a command, like an original one, nor does it necessarily imply the possession of the minimum strength above stated. It merely means that, from the fall of the cards, you consider a trump lead would be very advantageous. For example, you hold ace and a small spade; king, ten, and two small hearts (trumps); queen and two small clubs; and knave, ten, and two other diamonds. You lead a small diamond; your partner plays the queen; the fourth hand plays the ace. A small club is now led through you. You should ask for trumps.

When your partner asks for trumps, and you have four or more at the time you obtain the lead, lead the smallest, unless you have the ace, or three honours, or queen, knave, ten; if you have only two or three trumps when you obtain the lead, lead from the highest downwards, whatever they are.

Before answering the ask, be sure that the higher card, previously dropped, is *unnecessarily* high. For instance, a higher card is often played before a lower to show that you command the suit, or that you hold the intermediate cards, or to unblock your partner's suit. It is very important to distinguish between covering second hand and discarding an un-

necessarily high card. For example: with knave, ten, and one other (say the three), it is usual to play the ten second hand on a small card. When your three comes down in the next round, it is not an ask for trumps, unless your partner can infer that you do not hold the knave. Moderate players, who know of the ask, never consider this; so with them the choice of the least evil is generally not to cover, for you otherwise run the terrible risk of having a strengthening trump led to you with a weak hand. To ask for trumps, second hand, with knave, ten, and one other, you must play the knave.

When your partner leads a trump, or asks for trumps, if you have numerical strength in trumps, you should ask at the first opportunity. This is called the *echo of the call*, though it is made use of also in response to a lead.

The advantages of the echo are manifold. Your partner being strong in trumps may hesitate to take a force, but your echo enables him to do so without fear, and to persevere with the trump lead. Or, your partner may be in doubt after the second round of trumps as to the policy of playing a third. But if he can count two more trumps in your hand he will be directed. Thus: eight are out, your partner has three more; you have echoed. He will know that the other two are in your hand, and will not

draw two for none, as, without the echo, he might do.

The negative advantage of the echo should not be overlooked. Thus: to take the same case of eight trumps being out, and the leader with three more trumps. You (his partner) have had the chance of sounding an echo, but have not done so. The leader knows that you have not both the remaining trumps, and he will regulate his game accordingly.

To your partner's trump lead you echo in the trump suit; the same if partner calls, and you are forced. Thus: you have eight, seven, five, two of trumps; your left-hand adversary leads king, ace of a suit of which you only hold one. Your partner calls. You echo, by trumping with the five, and you then lead the eight. On the second round of trumps, when your deuce falls, the echo is completed. Your partner knows that you have one more trump, either the six or the seven. If you had not echoed, he might not be able to tell for certain whether you hold another trump or not.

If you have four trumps and are forced, and your partner then leads or asks for trumps, you should echo, notwithstanding that you no longer have numerical strength.

The *sub-echo* shows the original possession of three trumps, when you have already shown you could

not hold four, by the value of the cards you lead or play after your partner's trump lead or call. Thus, you play the two to his first lead of trumps, or lead or return a strengthening trump, in each case showing you could not hold four. If you afterwards echo in a plain suit, you declare three originally. Or, if you refuse to echo in the plain suit first led after your partner's call or lead, and echo in the second; or, if you defer the completion of an echo to the third round of a plain suit (playing, say three, then four, and lastly the two of that suit), you have sub-echoed, and had three trumps originally.

The use of strength in trumps being to disarm the opponents, it follows that you should as much as possible husband your strength for that purpose. Therefore when second player,

14. DO NOT TRUMP A DOUBTFUL CARD IF STRONG IN TRUMPS

By a doubtful card is meant a card of a suit of which your partner *may* have the best.

Whether you should trump or refuse to trump a doubtful card depends almost entirely on your strength in trumps. It has already been mentioned that it is an advantage to trump when you are weak, for you thus make a little trump, which is not available for the other uses of trumps, and which, if not

used for trumping, will presently be drawn by the strong hand. It is conversely a disadvantage to trump a doubtful card when you are strong in trumps, for by trumping you weaken your numerical power, and diminish the probability of your bringing in a suit. If, instead of trumping, you throw away a losing card, you inform your partner that you have strength in trumps, and also, by your discard, what your strong suit is; and if your partner has any strength in the suit led, you leave him in a favourable position.

If you refuse to overtrump, or to trump a certain winning card, your partner should conclude either that you have no trump, or more probably four trumps and a powerful hand besides. If he concludes that you are reserving your trumps to bring in a suit, he should assist you by leading trumps as soon as he can. A refusal to be thus forced is seldom requisite if you have more than four trumps; with six you are mostly strong enough to trump and to lead trumps; with five you may do the same, if your suit is established; but if not it is generally best to take the force, and to lead your suit.

The situations in which it is most necessary to refuse to overtrump your right-hand adversary, or to refuse to trump a winning card, occur when you have four trumps and a very strong suit, or a suit

established early in a hand. For then, by trumping, you prejudice your chance of bringing in the suit in order to secure one trick. By refusing to part with a trump in these cases, you obtain the advantages just enumerated, at the time when they are most likely to become of service; and, where you refuse to overtrump, your adversary is left with one trump less, by which your hand is strengthened.

Many players run into the extreme of always refusing to be forced by a winning card when they are strong in trumps. The situations, however, just indicated, are almost the only ones in which it answers to hold up; and these even are liable to several exceptions. For instance:—1. You should not persist in refusing to be forced if you find that the adversary has the entire command of his suit. 2. You should not refuse if your partner evidently intends to force you; and, 3. You should not refuse to overtrump if you have reason to believe that your left-hand adversary is strong in trumps.

With an untaught partner it is useless to refuse to trump; he will not understand it, but will continue to force you. With such, the best course is rather to make tricks when you can than to play for a great game.

From what has just been said, it is evidently an advantage to

15. FORCE A STRONG TRUMP HAND OF THE ADVERSARY

For you thereby take the best chance of preventing his making use of his trumps for bringing in a suit. If he refuses to take a force, keep on giving it to him.

For instance, if he passes your king (led from king, queen, etc.) and the king wins, continue the suit, and so on. Some players can never be brought to understand this; they do not like to see their winning cards trumped, and therefore frequently change their suit or even lead trumps when an adversary refuses to be forced.

It now hardly requires to be stated that it is bad play intentionally to force a weak adversary, and still worse to lead a suit to which both adversaries renounce, as the weak will trump and the strong get rid of a losing card.

If you have numerical strength in trumps, you are justified in forcing your partner, relying on your own strength to disarm the opponents. But

16. DO NOT FORCE YOUR PARTNER IF YOU ARE WEAK IN TRUMPS

For you thus weaken him, and leave it in the power of the antagonists to draw all the trumps, and bring in their suit. If, then, a good partner refrains from

forcing you, you may be sure he is weak; on the other hand, if he evidently *intends* to force you (as by leading a losing card of a suit he knows you must trump), you may assume that he is strong in trumps, and you should take the force willingly, even though you do not want to be forced, depending on his strength to exhaust the adversaries' trumps.

You may, however, though weak, force your partner under these circumstances: 1. When he has already shown a desire to be forced, or weakness in trumps, as by trumping a doubtful card, or by refraining from forcing you. 2. When you have a cross-ruff, which secures several tricks at once, and is therefore often more advantageous than trying to establish a suit. 3. Sometimes when you are playing a close game, as for the odd trick, and often when one trick saves or wins the game or a point. And 4. Sometimes when great strength in trumps has been declared against you.

If your partner leads a thirteenth card, or a card of a suit in which he knows that both you and the fourth player renounce, your play must depend on your partner's strength in trumps. If he is strong, he wants you to put on your best trump, either to make the trumps separately, or to force out one or two high ones, to leave himself with the command. If he is weak in trumps, he wants you to pass the card, that

the fourth player may obtain the lead, and lead up to your hand. No general rule can be given as to the course to be pursued with regard to thirteenth cards. You must judge of the leader's intention by the score and the previous fall of the cards.

Playing to the Board

17. PLAY TO THE SCORE

AND

18. WATCH THE FALL OF THE CARDS, AND DRAW YOUR INFERENCES AT THE TIME

These two all-important principles have already been mentioned as causing differences in the play. The commonest form in which the former is presented is this : At the score of love-all five tricks save the game against two by honours. It is sound play, therefore, when two by honours have been declared against you, to make the fifth trick by leading a winning card, or by putting one on second or third hand.

Again :—it is generally right to play for the odd trick, as that trick makes a difference of two to the score. To take a simple case. Love-all ; all the trumps out ; two cards in each hand, viz., seven clubs and one heart. Clubs have been led once, and your partner (then third hand), won the trick with the ace. Your partner now leads a small club. The second hand plays a small club, and you, third

hand, hold king, knave. It is evident that the queen of clubs, and the thirteenth heart are both against you; but there is nothing to show how these cards lie as regards the hands of the opponents. If you have six tricks up, you should make sure of the odd trick, by playing the king of clubs; if you have five tricks up, you should risk the loss of the remaining tricks, and finesse the knave.

To explain further what is meant by playing to the score, put yourself in this situation. Four trumps remain in, the adversaries have two winning trumps, it being uncertain whether they are in one hand or divided; you have the two losing trumps, two forcing cards, and the lead; you can only play correctly by referring to the score. Thus, if the adversary is at four, and you have won five, or even six tricks, your game would be to secure two tricks by forcing; for if you play a trump and the two against you are in the same hand, you lose the game. But suppose you are at the point of two, and the adversaries are not at four, and you have won six tricks, your game would be to risk the trump; for if you bring down the other trumps you win the game; but by playing to force you make certain of scoring only four. By applying this mode of reasoning you will often be directed as to a finesse late in a hand.

For simple examples of drawing inferences at the

time from the fall of the cards, take the following:—1. You lead a small card from the ace, knave, etc.; your partner wins with the queen; you should *immediately* (*i. e.*, before another card is led) infer that the king cannot be with your right-hand adversary. Hence, on the return of the suit, you would not finesse the knave. 2. You are second player, and a suit is led in which you have king, ten, and one small one. You play the small one. The third hand plays the queen, which is won with the ace. You should *at once* infer that the third hand cannot have the knave, and that you may safely finesse the ten next round.

You will greatly assist your memory by systematically recording inferences in the above manner. In addition to this you should apply your knowledge of the principles to noting important points, not attempting too much at first. Begin by counting the trumps as they fall, and notice, at all events, the honours, and remember the turn-up card. By degrees you will find yourself able to recollect the ten and nine, and then the smaller trumps. Next attend to the suit led originally by each player, and watch in the second round whether the lead was from strength or weakness. Try also to remember the fall of the cards in your own strong suit, that you may know when it is established. Beyond this, experience will enable you to judge what to retain and what to reject

in each hand; so that, with practice, you will acquire what may be termed *Whist memory*, which will enable you, without any great effort, to recollect the principal features of every hand.

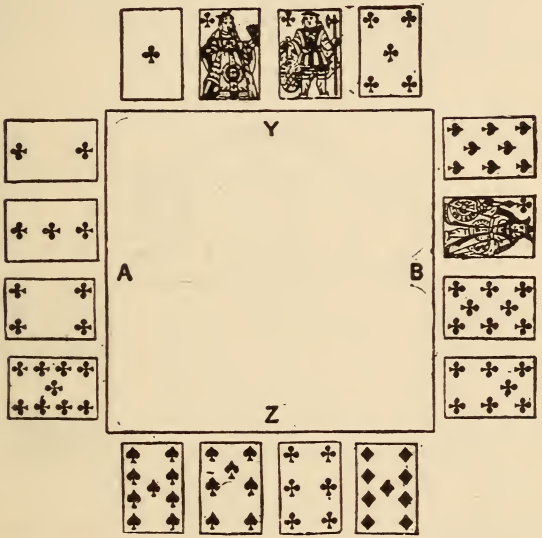
The fall of the cards may, one time or another, modify nearly every rule of play. A player who simply follows rule, and fails to grasp the situations in which rule should be departed from, is a mere machine without intelligence. General principles only apply to the general case; to apply them to particular cases, observation, inference, and judgment are essential. Thus, in the Analysis of Leads, it appears that the card which should be led in trumps often differs from the card which should be led in plain suits. The reason is given at p. 142. But it will be clear to any one who reads between the lines, that plain suits should be led like trumps, if all the remaining trumps are in the leader's or his partner's hands; or, if all the trumps are out, and the leader or his partner has certain cards of re-entry in other suits.

As another example, take the case of returned leads. A leads a small card; the second hand plays a small card; B (third hand) puts on the eight; the fourth hand wins with the queen. When B gets the lead he returns the knave. It is evident that B must have the ten and the nine. Here two principles appear.

to conflict. One rule is, with four originally return the smallest; the other rule is, convey information to your partner. When a player has thus to choose between two rules, he must use his intelligence, in order to decide under which rule his greater advantage lies. In the example given, the return of the knave cannot deceive partner as to the number of cards held in the suit; if he takes the trouble to think, he will at once perceive that the rule as to returned leads has been departed from, in order to convey information.

The three following Examples further illustrate cases where playing to the board is involved.

CASE I



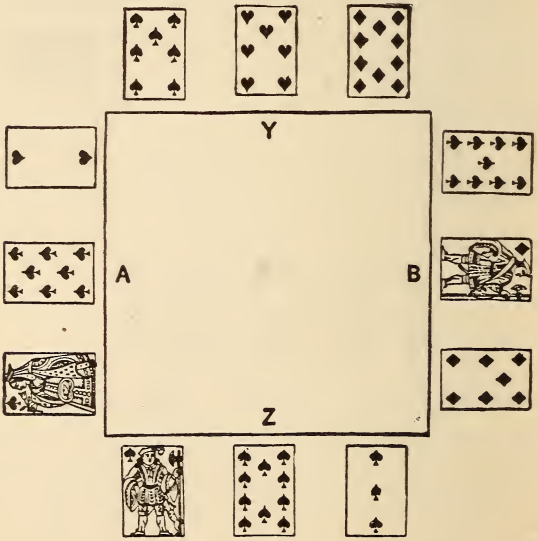
Score: AB, three; YZ, four. Spades trumps.

AB have six tricks and have played two by honours. It is known from the fall of the cards that A has no trump; also that Z has the long diamond. A to lead.

The Play and Remarks.—A leads a small club. Y puts on the ace second hand. In order to save

(and win) the game, Y and his partner must win every trick (*see* statement of score and of fall of the cards). Y sees that to do this Z must have two of the three remaining trumps. This being so, Z can have but one club, and Y therefore puts on the ace of clubs second hand.

CASE II



Score: AB want two tricks to save the game. Hearts trumps. A to lead.

A knows Y to have the best heart; also B to have the best diamond and weak spades.

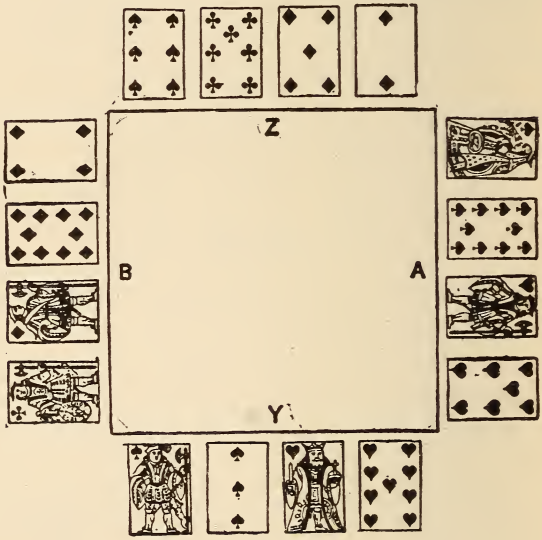
THE PLAY AND REMARKS.—A leads the queen of spades, and then the losing trump. A takes the only chance of winning two tricks. To accomplish this Y must hold one spade and one diamond, as will appear by placing the unknown cards in any other way. A therefore plays on the assumption that Y holds a spade and a diamond in addition to the trump which is declared in his hand.

CASE III

It is your duty to make the game as easy as possible to an uninstructed partner. For example :—You lead the king from king, queen, knave, ten, only. Suppose the king forces the ace from the second hand. You obtain the lead again, and your proper lead is the ten, showing you still to hold queen and knave (*see* Analysis of Leads). But with an indifferent partner, your better second lead is the queen. Not only will your ten fail to convey any information to him, but as he knows the ten is not the best of the suit remaining in, if he has no more he may trump it. A moment's reflection should show him that as you are marked with the queen, you would not be so foolish as to lead the ten unless you had the knave

also; but this amount of reasoning must not be expected from all partners.

However good your partner may be, you should not put him into unnecessary difficulties. For example:



Spades trumps. Y can count two hearts, and queen, ten of spades in A's hand, and a small spade in Z's hand. A to lead.

The Play and Remarks.—A leads the seven of hearts. Y should put on the king, though certain

of being able to win with the nine. For, if Y wins with the nine, he compels Z to play a coup, viz., to trump the best heart, in order to get the lead through the queen, ten of spades; but, if Y wins with the king and leads the losing heart, it requires no ingenuity on Z's part to trump it.

Coups

There is no Whist principle which should not be occasionally violated, owing to the knowledge of the hands derived from inference during the play. Some of the more frequent of the cases, *where a general rule can be given for departing from rule*, may advantageously close this Section.

LEADING FROM WEAKEST SUIT

It is advisable in most cases where the game is desperate, and where it is clear that your partner must be strong in your weak suit to save the game, to lead your weakest suit, notwithstanding Principle 1 (p. 68.) Your partner should finesse deeply in the suit you lead him, and should not return it, but, actuated by motives similar to yours, should lead his weakest suit, in which you should finesse deeply, and continue your weak suit, and so on.

For example: AB (partners) lead trumps. They win the first three tricks, and show four by honours, and three more trumps remain in A's hand. Consequently, if AB win another trick, they win the game. Y or Z now has the lead for the first time. *His lead should be from his weakest suit*, on this principle: if his

partner has not the command of it, or a successful finesse in it, the game is lost. Say Y leads, and Z wins the trick. Z should not return Y's lead, but should similarly lead his weakest suit.

TREATING LONG SUITS LIKE SHORT ONES, AND VICE VERSA

It often happens towards the end of a hand, that an unplayed suit, of which the leader holds (say) four cards, can only go around twice, *e. g.*, there may be two trumps left in in one of the opponents' hands. In such a case, if your suit is headed by queen or knave, you should treat it as a suit of two cards only, and lead your highest, as this gives the best chance of making two tricks in the suit.

In the reverse case, where a suit can only go round once, it is obvious that a small card should be led, so as not to tempt partner to finesse. Thus, holding queen and one small card of an unplayed suit, which you are about to lead, all the opponents' cards but one being winning cards, the proper lead is the small card.

There is another case, known as *Deschapelles' coup*, where the proper card to lead is not determined by the leader's numerical power in the suit. It is this: all the adversaries' and partner's trumps are exhausted, and the leader's partner remains with

an established suit. If the leader (not having any of his partner's suit left) is obliged to open a fresh suit headed by king, queen, or knave, he should lead the highest card, irrespective of the number of cards he holds in the suit, that being the best chance of subsequently procuring the lead for his partner in case his only card of entry in that suit should be an honour, not the ace.

Deschapelles' coup often succeeds in practice, but it may generally be defeated by an attentive player. When the above-described position of the cards occurs, the adversary, if he has the ace of the fresh suit led, should not put it on first round. The suit will, in all probability, be continued with a low card, when the third player will most likely be compelled to play his highest, which will be taken by the ace; and, having lost the card of re-entry, he never brings in his suit, unless he gets the lead in some other way.

REFUSING TO WIN THE SECOND ROUND OF A SUIT

This is a case of by no means infrequent occurrence. For example: one of the adversaries has a long suit declared in his favour, which is led a second time. Only one trump remains in, which is in the hand of the second or fourth player. As a rule, the second round of the suit should not be trumped.

The third round will probably exhaust the adverse hand, which is numerically weak in the suit. If it so happens that the player who is numerically strong in it has no card of re-entry in any other suit, he will then never bring in his long suit, as his partner, whose hand is exhausted, cannot lead it again, should he get the lead after the third round. If there is a card of re-entry in the hand of the player who has numerical strength, he must bring in the suit, whether the second round is trumped or not.

A similar rule applies, but less frequently, when one adversary has the long trumps, and his partner a long suit nearly established.

DECLINING TO DRAW THE LOSING TRUMP

When all the trumps are out but two, and the leader remains with the best trump, the losing trump being in the hand of his adversary, the natural and obvious play is to draw the last trump.

But there is a class of cases in which the trump should not be drawn as a matter of course, viz., if one adversary has a long suit established, and his partner has a card of that suit to lead.

The case usually happens in this way: YZ (partners) lead a suit, and after two rounds establish it. They then lead trumps from a suit of four trumps

(*see* p. 146). Eleven trumps come out, and A (YZ's adversary) has the lead and the best trump, one of the opponents having the losing trump. The question then arises, Should A draw the trump?

A should draw the trump if he has also an established suit; or, if B (A's partner) has an established suit, and A can put the lead into B's hand. For, in these two cases, A or B cannot do better than bring in their suit. Again, A should draw the trump, if the adversary who has a suit established (say Z) has also the losing trump, for then, if either Y or Z has a card of re-entry in either of the other two suits, Z cannot be prevented from bringing in his established suit. Lastly, A should draw the trump if Y (Z's partner) has the losing trump, and Z has, declared in his hand, two cards of re-entry. The last case may be dismissed as of but little practical use, as, at the time when A has to decide whether he will draw the trump, he will seldom know enough about the remaining cards to be positive that Z has two cards of re-entry.

In the above cases, A, by not drawing the trump, makes his adversaries a present of a trick.

On the other hand, A should not draw the trump if one opponent (Z) has an established suit, which Y (Z's partner) can lead, the losing trump being in Y's

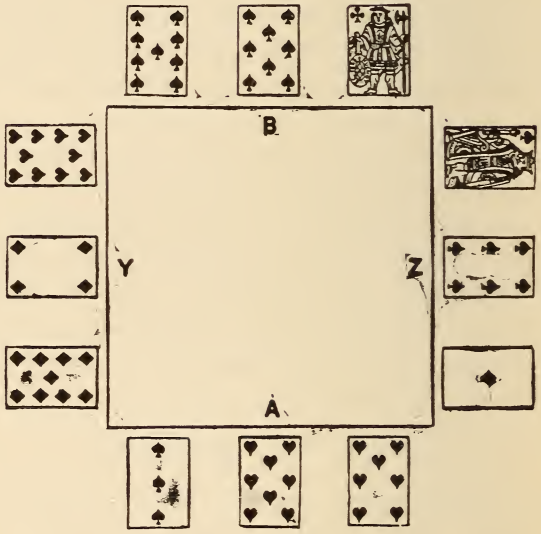
hand. And, it is especially incumbent on A not to draw the trump, if either he or his partner has a suit which will probably be established by leading it, and if A can infer from the fall of the cards that Y has *only one card* of his partner's established suit in his hand, subject, of course, to the qualifications already noted.

The point aimed at in not drawing the trump is, first to get the commanding card of A's or B's long suit out of the adverse hand. Y or Z thus obtains the lead, and continues the established suit, which A trumps with the winning trump. If, now, Z has no card of re-entry in the fourth—or unopened—suit, he never brings in his established suit, Y not having another card of it to lead.

REFUSING TO OVERTRUMP

Cases often happen where it is not advisable to overtrump. Most of these depend on the fall of the cards and on inferences from the play and cannot be generalized. But there is one case in which it is *never right* to overtrump, viz., when three cards remain in each hand, and one player holds the second and third best trumps, with one of which he trumps the card led. If the player to his left has the best and fourth best trumps, he can never gain anything

by overtrumping, and may lose a trick, as the following example shows:



The position of the trumps (spades) is known. A leads a heart, B trumps it. If Z overtrumps he loses the other two tricks, but if he throws the ace of diamonds he wins the other two tricks.

This rule for not overtrumping cannot be laid down absolutely when there are more than three cards in hand; but when only four trumps remain in, second and third best against best and fourth, it

is so frequently advisable not to overtrump, that the player should consider well the position of the remaining cards before overtrumping.

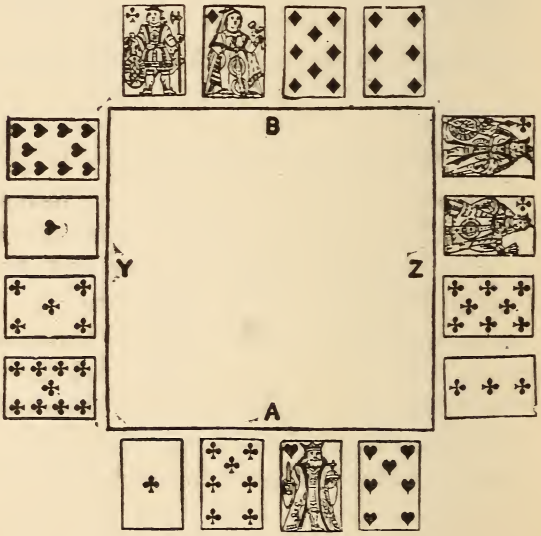
Since it is so often right not to overtrump under these circumstances, it follows that when the case arises the player who holds second and third best should, as a rule, attempt to defeat the coup by playing a false card—*i. e.*, he should trump with the higher card in hopes of deceiving his left-hand opponent as to the position of the third best trump.

THROWING HIGH CARDS TO PLACE THE LEAD

This coup presents itself in a variety of forms. The simplest position is this. All the trumps are out, and you remain with a small card of a suit of which the best is declared against (say diamonds). You also have queen and a small spade (ace being already played), and you require two tricks out of three to save the game. An adversary, who is marked with more than one spade, leads king of spades. Your only chance of two tricks is to throw the queen of spades on the king.

Whenever you are left at the end of a hand with the tenace in trumps (either best and third best, or second best guarded) over the player to your right and two other cards, both being cards

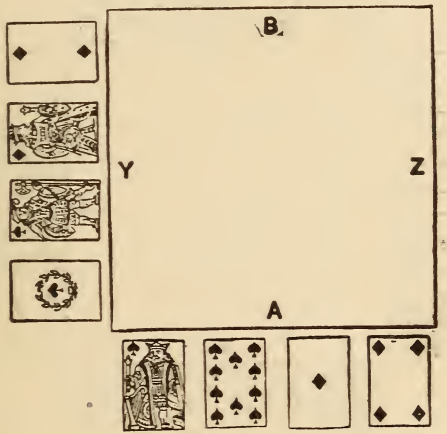
of the suit led by him, you, second hand, should *always* throw the highest card of his lead to that trick. You can never lose by so doing, and may win. For example: you have nine and five of the suit led. Throw the nine. For, in the second round of the suit, it may so happen that you get the lead with the nine. If the cards lie thus, for instance:—



Y has the tenace in hearts (trumps) over A. A leads ace of clubs. If Y does not throw the nine, and Z plays carelessly and fails to win Y's nine in

the next round, YZ lose a trick. Of course, Z ought to win the second round, but it is Y's duty to render it impossible for Z not to do so (*see* Remarks on Making it Easy to Partner, p. 166).

The typical example of this coup is the case where the leader plays the ace, and the second player has king guarded, as in the following example:—

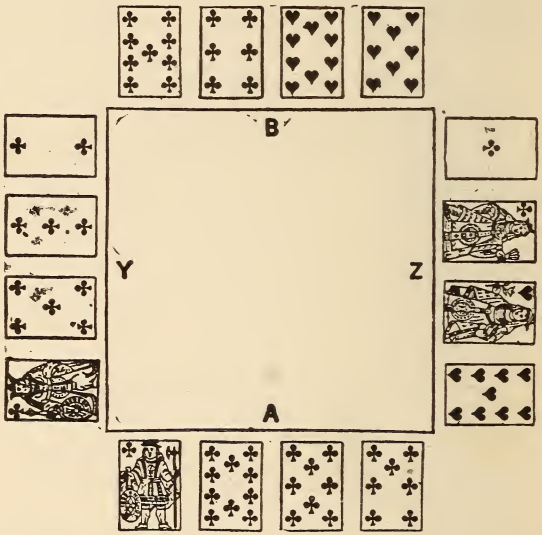


Spades trumps. There are only four spades in, and Y knows that A has the king, ten. B's and Z's cards are immaterial.

A leads the ace of diamonds. If Y plays the two of diamonds he can only make two tricks; but, if he throws the king to the ace, he still makes two

tricks, and, if his partner has the queen of diamonds, he makes three tricks.

The following fine coup (which occurred in actual play) exemplifies a similar, but more complicated, case :—



Score: YZ require every trick. Hearts trumps. It is known that the trumps lie between B and Z.

A leads a club; Y and B play small clubs. Z, knowing that B holds the second-best trump guarded, takes the only chance of saving the game, by win-

ning the first trick in clubs with the ace, and returning the queen. Y, seeing his partner's anxiety to get rid of the lead, rightly conjectures him to hold the major tenace in trumps. He, therefore, wins his partner's queen of clubs with the king, and saves the game.

It being known that the remaining trumps lie between B and Z, Y would be right to win the second round of clubs under all circumstances of the score.

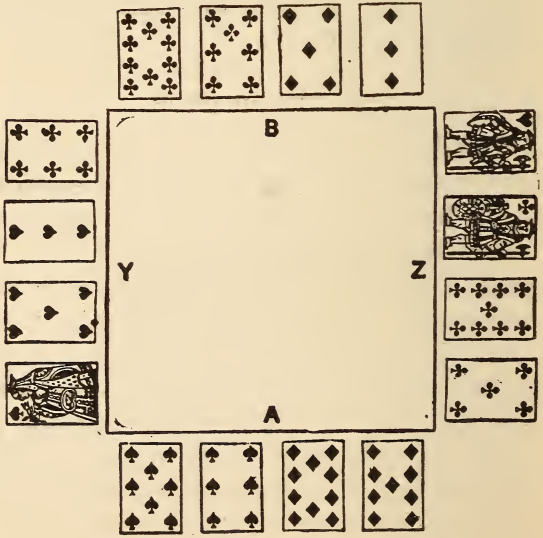
On a similar principle, the leader not infrequently leads a losing plain card, or a losing trump, at the end of a hand in order to place the lead. For illustration *see* Case II, p. 166.

THE GRAND COUP

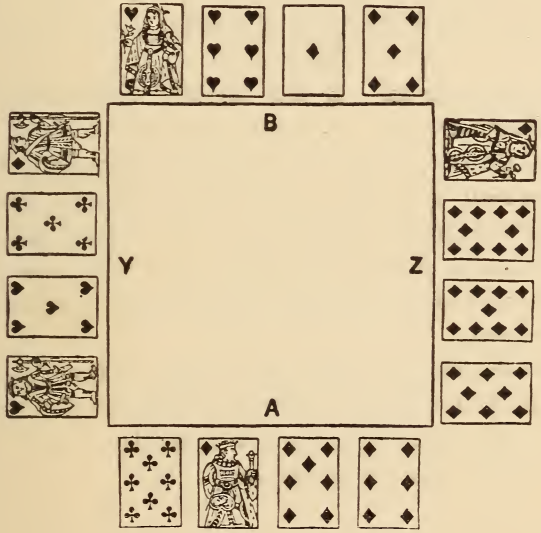
The *Grand Coup* consists in throwing away a superfluous trump. At the first glance it appears impossible to have a superabundance of trumps; but cases sometimes happen where a player has *a trump too many.* To get rid of this trump—as by under-trumping a trick already trumped by your partner, or by trumping a trick which he has won, or which you know he may win—is to play the *grand coup.*

The opportunity for playing the *grand coup* generally happens in this way. Two rounds of trumps come out, leaving five trumps in, two in the hand of (say) B, and three in the hand of Z (the player to

his left). If B has the best and the third best trumps, or the second best guarded, and trumps are not led again, nor used for trumping, it is clear that at the eleventh trick Z must obtain the lead, and must lead up to the tenace in trumps. If, before the eleventh trick, Z trumps a trick of his partner's (or, in the case of only seven trumps coming out in two rounds, undertrumps a trick already trumped by his partner), and the lead at the eleventh trick can thus be kept in—or put into—Z's partner's hand, the *grand coup* comes off, as in the following example:



Clubs trumps. Z knows that B has ten and another trump. A leads the ten of diamonds; Y trumps with the six of clubs; Z undertrumps with the five. If he retains his three trumps, and B refuses to trump the queen of spades next led by Y, Z loses a trick in clubs.



The opportunity for playing the *grand coup* is often missed. A player should always be on the look-out for it when he has five trumps, especially if a trump is led to his right. It should be added also, that if

the player who attempts it retains a high card in his hand, he may be just as badly off as though he remained with three trumps. Thus, holding three trumps against two, and ace and another card of another suit, it is not sufficient that he disposes of one of his trumps; he should also get rid of his ace (*see* Remarks on Throwing High Cards to Place the Lead, pp. 177–181). (*See* hand, p. 183.)

Hearts trumps. B has already got rid of his superfluous trump. A leads the eight of clubs. B should throw the ace of diamonds to it. For, if B has the lead after the next trick, he might just as well have kept his third trump. If A has the king of diamonds, B wins a trick by discarding the ace; and, if A has not the king, B loses nothing by throwing the ace.

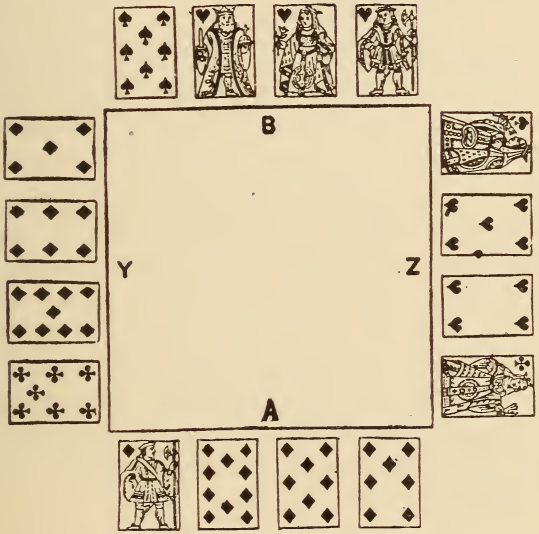
An exception to this rule is when A has winning cards to go on with. Thus, if A had another club, B need not discard the ace of diamonds. This is too obvious to require working out.

The following is another aspect under which the *grand coup* may present itself. (*See* hand, p. 184.)

Hearts trumps. It is known that B has king, queen, knave of trumps, and a losing spade or club—but uncertain which.

A leads the knave of diamonds. B trumps it.

Z should throw away a small trump, undertrumping B in order to keep two winning queens. If he discards a queen, he must do so at random, and perhaps throw away the suit of which B has the small



one. By discarding his useless trump (which B would proceed to draw) he defers parting with either queen till after the next round, when the fall of the cards may assist him. B now leads a trump, and Y discards the losing club. B then leads another

trump, and Z now knows that he ought to keep the spade. This case actually occurred in the presence of the writer, but Z, instead of undertrumping, discarded the wrong queen at random, and eventually lost the rubber in consequence.

If the foregoing principles are reflectively perused, it will be seen that they mould the Theory of Whist into a harmonious whole. The Theory of Whist tells you how to play your own hand to the greatest advantage, how to assist your partner, and how to weaken and to obstruct your opponents; in short, it teaches how to take the best chance of making the greatest number of tricks. This knowledge constitutes a *sound* player. If to theoretical perfection you add the power of accurate observation, and acute perception, together with a thorough comprehension of the Whist capacities of partners and of opponents, you have all the elements necessary to form a Master of the Science.

Popular Handbooks

SOME books are designed for entertainment, others for information. This series combines both features. The information is not only complete and reliable, it is compact and readable. In this busy, bustling age it is required that the information which books contain shall be ready to hand and be presented in the clearest and briefest manner possible. These volumes are replete with valuable information, compact in form and unequalled in point of merit and cheapness. They are the latest as well as the best books on the subjects of which they treat. No one wishing to have a fund of general information or who has the desire for self-improvement can afford to be without them.

Cloth, each, 50 Cents

The Penn Publishing Company

923 ARCH STREET *PHILADELPHIA*

ETIQUETTE

By Agnes H. Morton

There is no passport to good society like good manners. Even though a person possess wealth and intelligence, his success in life may be marred by ignorance of social customs. A perusal of this book will prevent such blunders. It is a book for everybody, for the select sets as well as for the less ambitious. The subject is presented in a bright and interesting manner, and represents the latest vogue

LETTER WRITING

By Agnes H. Morton

Why do most persons dislike letter writing? Is it not because they cannot say the right thing in the right place? This admirable book not only shows by numerous examples just what kind of letters to write, but by directions and suggestions enables the reader to become an accomplished original letter writer. There are forms for all kinds of business and social letters, including invitations, acceptances, letters of sympathy, congratulations, and love letters.

QUOTATIONS

By Agnes H. Morton

A clever compilation of pithy quotations, selected from a great variety of sources, and alphabetically arranged according to the sentiment. In addition to all the popular quotations in current use, it contains many rare bits of prose and verse not generally found in similar collections. An important feature of the book is the characteristic lines from well known authors, in which the familiar sayings are credited to their original sources.

A DICTIONARY OF MYTHOLOGY

By John H. Bechtel

The average person dislikes to look up a mythological subject because of the time occupied. This book remedies that difficulty because in it can be found at a glance just what is wanted. It is comprehensive, convenient, condensed, and the information is presented in such an interesting manner as when once read to be always remembered. A distinctive feature of the book is the pronunciation of the proper names, something found in few other works.

SLIPS OF SPEECH

By John H. Bechtel

Who does not make them? The best of us do. Why not avoid them? Any one inspired with the spirit of self-improvement can readily do so. No necessity for studying rules of grammar or rhetoric when this book can be had. It teaches both without the study of either. It is a counsellor, a critic, a companion, and a guide, and is written in a most entertaining and chatty style.

HANDBOOK OF PRONUNCIATION

By John H. Bechtel

What is more disagreeable than a faulty pronunciation? No other defect so clearly shows a lack of culture. This book contains over 5,000 words on which most of us are apt to trip. They are here pronounced in the clearest and simplest manner, and according to the best authority. It is more readily consulted than a dictionary, and is just as reliable.

PRACTICAL SYNONYMS

By John H. Bechtel

Any one with the least desire to add to his vocabulary or to improve his choice of words should have a copy of this book. It is designed mainly to meet the wants of busy merchants or lawyers, thoughtful clergymen or teachers, and wide-awake school-boys or girls who are ambitious to express the thoughts of the mind in more fitting phrases than they are at present capable of doing.

TOASTS

By William Pittenger

Most men dread being called upon to respond to a toast or to make an address. What would you not give for the ability to be rid of this embarrassment? No need to give much when you can learn the art from this little book. It will tell you how to do it; not only that, but by example it will show the way. It is valuable not alone to the novice, but the experienced speaker will gather from it many suggestions.

THE DEBATER'S TREASURY

By William Pittenger

There is no greater ability than the power of skillful and forcible debate, and no accomplishment more readily acquired if the person is properly directed. In this little volume are directions for organizing and conducting debating societies and practical suggestions for all who desire to discuss questions in public. There is also a list of over 200 questions for debate, with arguments both affirmative and negative.

PUNCTUATION

By Paul Allardyce

Few persons can punctuate properly; to avoid mistakes, many do not punctuate at all. A perusal of this book will remove all difficulties and make all points clear. The rules are clearly stated and freely illustrated, thus furnishing a most useful volume. The author is everywhere recognized as the leading authority upon the subject, and what he has to say is practical, concise, and comprehensive.

LIBRARY OF CONGRESS
0 020 565 655 8